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- Vigilante 8
- California Speed
- Rampage 2: Universal Tour

Exclusive Preview
Command & Conqu

Power Awards-
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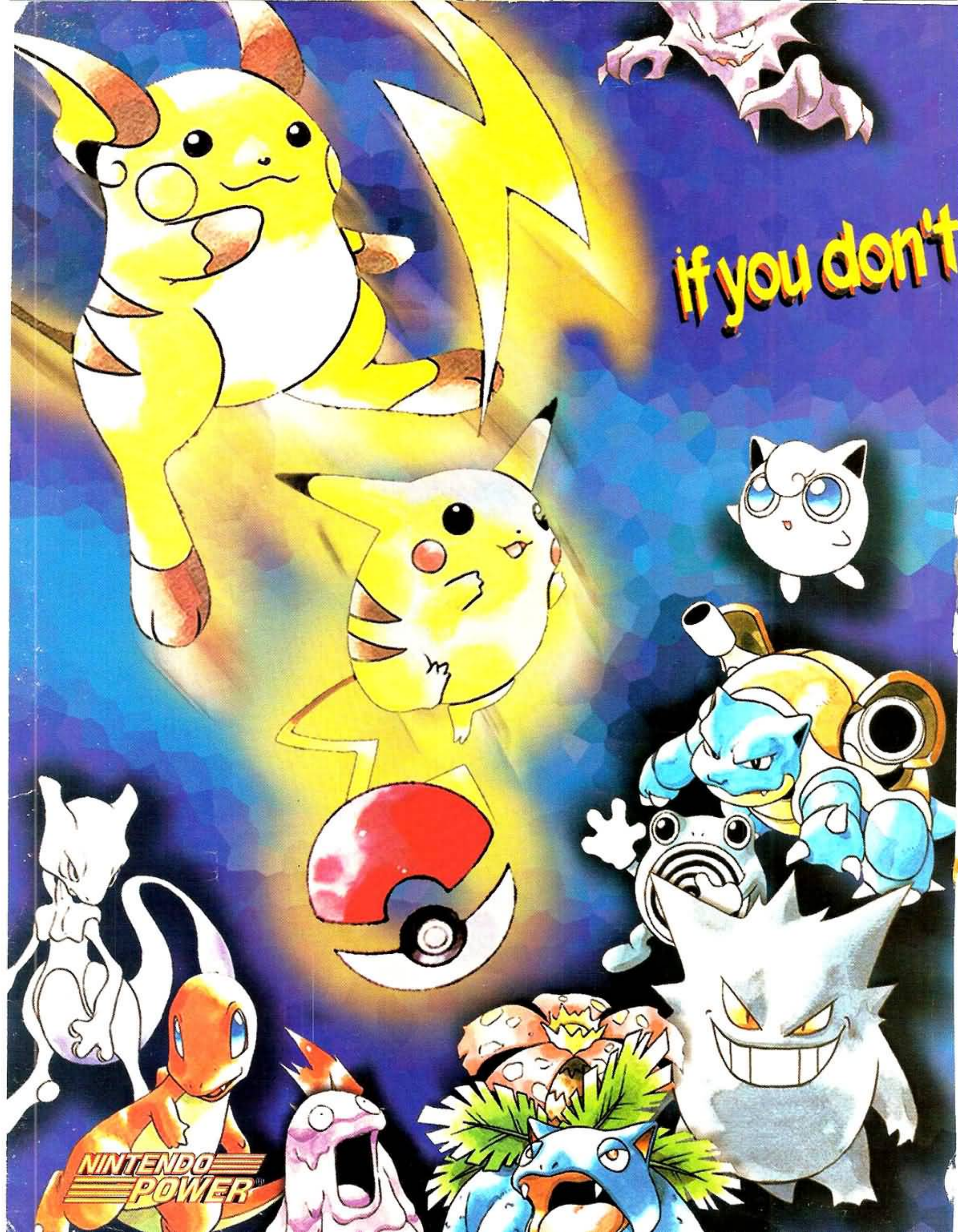
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# TONIC TROUBLE™









ED AND HIS TROUBLESOME TONIC HAVE REALLY MADE A MESS OF PLANET EARTH, AND NOW IT'S UP TO YOU TO HELP THE JOLLY JANITOR CLEAN UP THE JOINT. GRAB YOUR COSMIC MOP AND START SCRUBBING ON PAGE 14.

# CONTENTS

VOLUME 118
MARCH 1999

## STRATEGY



## SPECIAL FEATURES



## EVERY ISSUE



## POWER AWARDS!

### 1998 NINTENDO POWER AWARDS NOMINATIONS

Last year was chock-full of gaming gems. Fill out your Player's Poll card and help choose the best games of the year for the N64 and Game Boy. Not only does your vote count, but it can also win you some great prizes!

PAGE 92

## VIGILANTE 8





Car combat is sporting bell-bottoms and sideburns with Vigilante 8, a funky crash-o-rama for the N64 that has all the right moves. Our groovin' review overflows with maps and strategies for surviving this sizzling , '70s adventure.

PAGE 34

## COMMAND & CONQUER





Fall in line, soldier, and flip to our exclusive preview of Command & Conquer! C&C declares war on tedious, turn-based strategy titles by offering an exciting, real-time war game that lets you lead the charge on the nefarious Brotherhood of Nod.

PAGE 26

# player's pulse

**Top o' the mornin' to ya! March brings Saint Patrick's Day and it also brings our annual announcement of the Nintendo Power Award Nominations (see page 92). Which games released in 1998 do you think deserve special recognition? Drop us a line to let us know.**


Brian Suda • Grants Pass, Oregon

## One for the Record Books

I would like to be the first to say "congratulations" to Nintendo for being the first video game company to make it into the Guinness Book of Records with one of the world's smallest cameras! Great going!

*Joe Dusenberry*
*Via the Internet*

*Thanks, Joe! According to* The 1999 Guinness Book of Records, *the Game Boy Camera is one of the "Smallest Cameras." The book also recognizes Super Mario Bros. 3 as being "The Best-Selling Video Game" of all time, Rare's Diddy Kong Racing as being "The Most Anticipated Game" and the N64 as being the "Most Powerful Game Console." While the book was published just last fall, it's looking like all three of those records already have been broken.*


Paul Reiss • Canada

## Say Hello to the Nice Printer

This past Christmas, my sister and I received a Game Boy Camera and Game Boy Printer. Before we had a chance to start printing anything, my sister turned it on, then ran out of the room screaming, "It spoke! It spoke!" When I looked down at the printer, I saw that it had printed "Hello!" She keeps saying the printer is possessed. I've tried to convince her that she just stumbled onto a secret code or something. Please help me convince her.

*Jake Campbell*
*Via the Internet*

*If you hold down the Game Boy Printer's Feed Button as you switch on the Power Button, the printer will churn out the word "Hello" along with a tiny picture of Mario. All printers will spit out the test-print "Hello," so rest assured your printer is not possessed (that is, unless every Game Boy Printer in the world is inhabited by the polite spirit of a department store greeter).*



Liam Mcdonald • Wolfville, Nova Scotia

## The Secret Seed We've Planted

I couldn't help but notice that in your January '99 issue, you printed HEEERESJUAN, which I happen to know is the Turok 2: Seeds of Evil cheat that enables Juan's code. Thanks to you, that lucky kid Juan won your Turok 2 contest and was able to have his face featured in the game. How lucky!

*Aaron Matthews*
*Via the Internet*

*You'll also want to thank Iguana Entertainment, the developers of Acclaim's Turok 2 who made our Player's Poll Contest for Volume 95 possible. Juan's code was just one of three code words subscribers could have found hidden somewhere on the cover of the January NP we mailed. To find out the other two code words, as well as their hiding spots, delve into the files of Classified Information beginning on page 30.*

## Enjoy the Science

I was sitting in my ninth grade earth science class when a relatively funny word came up—Zelda. I looked up to see my earth science teacher holding up The Legend of Zelda: Ocarina of Time Player's Guide by Nintendo, asking if anyone in the class knew how to beat the "spinning blade things" in Hyrule Field. This proves that Zelda is a great game for people of all ages!

*John Leighton*
*Wallingford, CT*

## Hyrulean Observations

Have you noticed that in The Legend of Zelda: Ocarina of Time the notes and C Buttons used in Zelda's Lullaby are arranged to form a Triforce? Cool!

*Tyson Willes*
*Via the Internet*



Background Art: Alex Vignogna • Walden, New York

In The Legend of Zelda: Ocarina of Time, if you blow up a Gossip Stone, it will start to flash. If you hit it when it is flashing blue, you will change the Gossip Stone's color to blue.

***Justin McArdle***
***Via the Internet***

*Many of Link's weapons can make the Gossip Stones do entertaining things. By bombing one of the rocks, you will change the color of the stone before it launches like a rocket. The only way to abort the Gossip Stone's space mission is to hit it, and whichever color the stone happens to be when you whack it will be the stone's new color when it stabilizes.*

## Clockwatchers

On page 135 of your January issue, you mentioned that Natsume had colored Legend of the River King and Harvest Moon GB and planned to release them for Game Boy Color. You said, other than the addition of color, the games had no changes. Not quite correct. Harvest Moon GB will add an internal clock, so you'd better be nice to the gnomes so they'll take good care of the farm when you turn off your Game Boy Color.

***Gunnar Martz***
***Via the Internet***

*Thanks for setting us straight. The new internal clock programmed into the Game Boy Color version of Harvest Moon GB will allow your crops to keep growing even when your game is shut off. And even though the game will feature an internal clock, that silly Y2K bug won't wreak havoc with your game. It's those little gnomes you should worry about.*

## That Darned Cat

While I was playing The Legend of Zelda: Ocarina of Time, I noticed that my cat was acting strangely, running up to the TV every now and then. I wondered what would cause my cat to do that. After experimenting a little, I found the answer. Every time I played Epona's Song on the ocarina, my cat would run in front of the TV. Just as Link's horse would run to the source of the song, my cat, too, ran to the source of song. Perhaps the powers of the ocarina are not limited to the land of Hyrule.

***Clint Rutledge***
***Hoover, AL***

*And perhaps your cat has a soft spot for carrots and Lon Lon Milk.*

## But at Least We Know They're Called S-foils!

Am I the only *Star Wars* geek who saw the mistake on the Rogue Squadron cover of Volume 115? You most likely know that an X-wing can't fire when its wings are closed. So why is it that you're showing an X-wing firing at a TIE fighter while its wings are closed?

***Nathan Haworth***
***Via the Internet***

*Well, uh...hey, shouldn't you be counting the days until the release of the new Star Wars movie or something?*

## Backseat Driver

For all the auto-racing game developers out there, I would like to give a few tips. For a car racing game to be great, there need to be three things. One is good graphics, another is a wide selection of cars, and finally there should be lots of tracks. A good racing game will probably be something like GT World Tour. Looking at its preview in January's subscriber bonus, I think the game will meet all three of those standards. S.C.A.R.S has also turned out to be a great racing game. Many people don't have the game, but if you are a true racing fan, you should buy it.

***Christopher Festa***
***Via the Internet***

## The Future's So Bright

The year 1999 will be the year when Nintendo 64 games will truly begin to shine. They're going to have to. Competition is on the horizon, but the N64 will fare well against it. Perfect Dark should prove to be a major hit. More recently, The




Ryan Duchane • Grand Rapids, Michigan




Katherine La Vanway • Seattle, Washington


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Yoshio Tsuboike

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Leslie Swan

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V Design Art Director
Yoshi Orimo

V DESIGN
Adam Crowell
Oliver Crowell
Kyle Hunter
Chris Inclenrock
Sonja Morris
Alex Nguyen
Deanna Robb
Tony Sandoval

Cover Design
Griffes Advertising






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# power charts

**Star Wars: Rogue Squadron blasts ahead of the pack to land in the N64 top three, while Pokémon continues to rival Zelda's popularity. Both Zelda and Pokémon hold a top spot in two of our Power Charts.**

## NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: THE OCARINA OF TIME



Zelda and GoldenEye won't budge, so Luke Skywalker, Force and all, will have to settle for third place as Star Wars: Rogue Squadron jettisons past Banjo-Kazooie.

2 GOLDENEYE 007



3 STAR WARS: ROGUE SQUADRON



| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: OCARINA OF TIME | NINTENDO | 1 | 3 |
| 2 | GOLDENEYE 007 | NINTENDO | 2 | 27 |
| 3 | STAR WARS: ROGUE SQUADRON | NINTENDO | 7 | 2 |
| 4 | BANJO-KAZOOIE | NINTENDO | 3 | 8 |
| 5 | WCW/NWO REVENGE | THQ | 4 | 4 |
| 6 | TUROK 2: SEEDS OF EVIL | ACCLAIM | 6 | 4 |
| 7 | BLITZ | MIDWAY | 5 | 4 |
| 8 | SUPER MARIO 64 | NINTENDO | 8 | 30 |
| 9 | WWF WAR ZONE | ACCLAIM | 9 | 5 |
| 10 | MARIO KART 64 | NINTENDO | 10 | 27 |
| 11 | STAR FOX 64 | NINTENDO | 11 | 22 |
| 12 | DIDDY KONG RACING | RARE | 18 | 16 |
| 13 | MADDEN NFL '99 | EA SPORTS | 20 | 2 |
| 14 | CRUIS'N WORLD | NINTENDO | 12 | 3 |
| 15 | RUSH 2 | MIDWAY | 13 | 2 |
| 16 | WCW VS NWO: WORLD TOUR | THQ | 19 | 14 |
| 17 | F-ZERO X | NINTENDO | 14 | 3 |
| 18 | 1080° SNOWBOARDING | NINTENDO | 17 | 10 |
| 19 | STAR WARS: SHADOWS OF THE EMPIRE | NINTENDO | — | 30 |
| 20 | YOSHI'S STORY | NINTENDO | — | 11 |

## GAME BOY TOP 10

1 POKéMON




Pokémania continues to grow. Pokémon Stadium dominates the Most Wanted Charts, the creatures are dealing out a new card game thanks to Wizards of the Coast, and the original Pokémon game hangs in at number 1 as Zelda trails behind it by a mere 76 votes.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING



3 JAMES BOND 007



| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | POKéMON | NINTENDO | 1 | 4 |
| 2 | THE LEGEND OF ZELDA: LINK'S AWAKENING | NINTENDO | 2 | 71 |
| 3 | JAMES BOND 007 | NINTENDO | 3 | 11 |
| 4 | SUPER MARIO LAND 2: 6 GOLDEN COINS | NINTENDO | 4 | 75 |
| 5 | BLITZ | MIDWAY | 8 | 2 |
| 6 | TETRIS | NINTENDO | 6 | 76 |
| 7 | SUPER MARIO LAND | NINTENDO | — | 86 |
| 8 | FINAL FANTASY LEGEND III | SUNSOFT | 7 | 63 |
| 9 | DONKEY KONG LAND 3 | NINTENDO | 5 | 16 |
| 10 | DONKEY KONG LAND | NINTENDO | 9 | 50 |

## MOST WANTED

1. POKéMON STADIUM (N64)
2. NINTENDO 64 DISK DRIVE
3. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
4. POKéMON YELLOW (GAME BOY)
5. DONKEY KONG 64 (N64)
6. SUPER MARIO 64 2 (N64)
7. SOUTH PARK (N64)
8. GAME BOY COLOR
9. SUPER MARIO RPG2 (N64)
10. WCW NITRO (N64)



Legend of Zelda: Ocarina of Time has shown the gaming world that the graphic capabilities of the N64 are far beyond what was displayed in the first lineup of games. Turok 2: Seeds of Evil and Star Wars: Rogue Squadron, in conjunction with the N64 Expansion Pak, are showing that the N64 can easily compete with home computer systems. As a Nintendo enthusiast, I am definitely pleased to know that the Nintendo 64 has a lot of life left in it.

**Matt Sosnowski**
**Via the Internet**

## The Buzz

I have played many games on many systems, but for some reason I love Buck Bumble more than any other game in the world. The different missions and weapons just make me want to the play the game. I would like to thank you for not giving it bad ratings.

**Ramsey Majzoub**
**Via the Internet**

*Don't thank us—we just call 'em like we see 'em. You should instead thank Ubi Soft for creating one of the buzz-worthier games of the year. Buck Bumble was popular enough with many of us at Nintendo that the game garnered quite a swarm of our annual Nintendo Power Award Nominations (beginning on page 92), so fill out the Player's Poll Card to vote for the game and show your support. In addition to your votes, your opinions on 1998's games are requested, so send us your write-in choices for some of the following extra NP Award categories:*

*Best New Hero ("Stone Cold" Steve Austin? The Black or White Yoshi?)*

*Best Villain (Gruntilda? Alex Trebek?)*

*Announcer Most in Need of a Muzzle (the Twisted Edge Snowboarding guy?)*

*Best Transportation (Epona?)*

*Favorite Quote from a Game (anything Cartman says?)*

*Annoying Quote You Can't Get out of Your Head (1080 's "Work Your Body?")*

*Favorite Level (Nagano's curling competition?)*

*Most Challenging Level (Zelda's Water Temple?)*

*Coolest Weapon or Item (Turok 2's Cerebral Bore?)*

*Favorite Cinema Scene (Zelda's Kakariko Village in flames?)*

*Best Ending (Banjo-Kazooie?)*

*Best Cure for Insomnia (Milo's Astro Lanes?)*

*Best Outfit (Saria's green hair and go-go boots ensemble?)*

*Give us your picks or send us e-mail or snail mail with any other categories and winners you'd like to suggest!*




Jesse Kleinschmidt • Palmerton, Pennsylvania




April Hunt • Phoenix, Arizona

## WRITE AWAY RIGHT AWAY!

Do you have any suggestions for more write-in categories for our NP Awards? The Year's Coolest Enemies. The 1998 Game Most in Need of a Sequel. Best Code. Guiltiest Pleasure. Make up your own award and tell us who deserves to win in your custom-made category.

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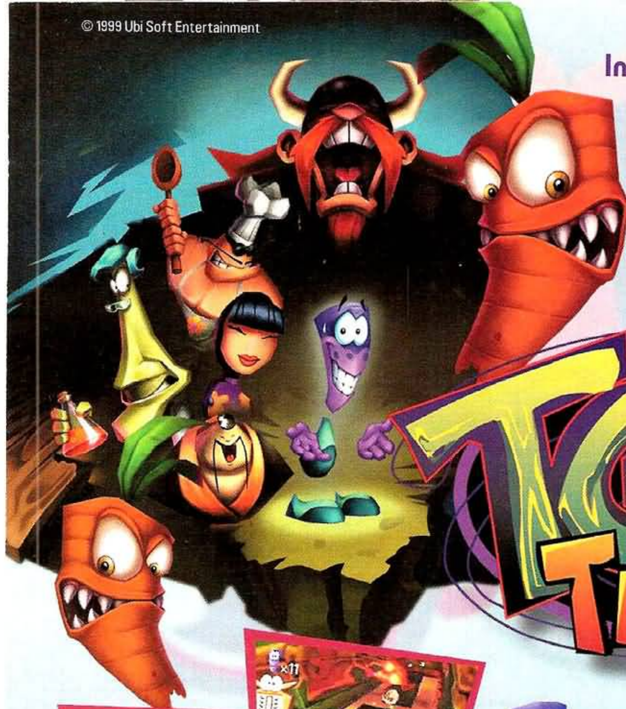
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In Ubi Soft's strange brew of action, adventure and puzzles, Ed the alien janitor spills a magical tonic onto earth, making villains out of vegetables and Vikings. It's a mess of fun, and we've got the cleaning solution in the can.

# Tonic Trouble™

## THE FORMULA FOR FUN

Leave it to France, a country where Jerry Lewis is regarded as a comic genius, to export a game as bizarre and twistedly funny as the N64 action/adventure hodgepodge, Tonic Trouble. But weird is good, since Tonic, concocted by Ubi Soft France, approaches gaming with such an askew view that it's as diverse, madcap and unpredictable as any game around.

### Tonic Boom

When Ed the extraterrestrial janitor spills a can of anthropomorphizing goo onto earth, it spells big trouble for the planet, giving vegetables a vengeance and a Viking a desire to rule the world. It also makes Ed an unlikely hero as he descends upon earth to clean up the titanic tonic mess he's created.



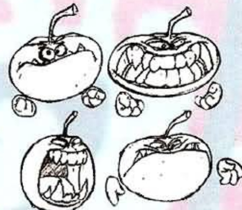


During his cleanup efforts, Ed will earn new items including a peashooter/pogo stick and the power to become Super Ed.

### Strange Ed Fellows

Boasting Ubi Soft's $4-million, proprietary 3-D integration technology, Tonic Trouble is able to breathe life into its cast by equipping the characters with sharp artificial intelligence that enables them to react with a wide range of emotions and behavior.





The sketches above show just a few of the reactions you can elicit from characters by interacting with them.







# HOOKED ON TONIC

## Edifying Items

Peppering Tonic Trouble's landscape are hundreds of collectibles that come in a handful of varieties. The two main types—bonus spheres and thermometers—appear in every area, but despite their abundance, they're not always easy to nab. If you do collect them all, you can unlock a secret area and extend your health meter.



Each of the game's nine areas contains 20 bonus spheres, and if you collect at least 160 of them, you'll unlock a secret level.



The thermometer regulates Ed's health and to refill it, you must collect drops of mercury. By collecting 10 thermometers, you can increase your gauge's capacity.

## Janitorial Supplies

When Ed begins his mission, he allies himself with Agent Xyz of the Resistance that opposes Grögh the Hellish, a Viking victim of the tonic who's plotting to take over the world. Knowing Ed's no match for Grögh, Xyz informs the janitor of the doc, an imprisoned, eccentric genius whose inventions can help quash the Norse's forces.

### Peashooter

Once you've rescued the doc, he'll wander the South Plain, and if you take him the six hidden items unique to an area, he'll grant you a special item. One such goody is the peashooter, an improvement to Ed's magic stick.

Collect Six Springs



### Bow Tie

It seems strange that a no-neck alien should wear a bow tie, but it will enable Ed to fly. When he's airborne, it can billow into a glider, but only after you've recovered the doc's propellers will you earn the winged bow tie.

Collect Six Propellers




### Swimming Flask

Eventually, Ed will be able to swim underwater, but don't hold your breath because you'll have to find the six stones in the Canyon level before the doc will create a diving helmet for you.

Collect Six Jumping Stones



### Chameleon Belt

Buckled up in the chameleon belt, Ed can use the cloaking device in conjunction with special floor disks. By stepping on one while wearing the belt, he can take on the appearance of the enemy who's depicted on the disk.

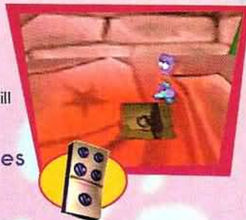
Collect Six Feathers



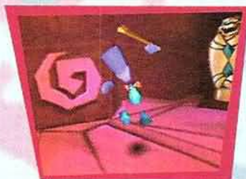
### Pogo Stick

Ed's feet are quick, but they can't walk on lava, stomp open trap doors or stamp out most enemies. With the help of the doc and six dominoes, Ed will be able to solve those problems by springing into action on a pogo stick.

Collect Six Dominoes



## Sticks and Stones



Ed's magic stick is not only good for whacking enemies, it's perfect for activating the spiral-emblazoned switches.



Boulders conceal some areas stocked with bonus items, but Ed can use his stick to pry the blockade out of his way.

## A Better Ed When Fed





**If you stumble upon one of the popcorn machines installed throughout the land, pull its lever to feed Ed and temporarily transform him into Super Ed, his hulking alter ego.**

# ED HAS LANDED




## A World of Thrills and Spills

Ed's can of tonic has spilled onto a large portion of the planet, and the map above shows the extent of its damage. In the middle of it all sits the South Plain, a central hub where all the affected regions branch from and where the doc will soon set up shop.

## Ed's Objectives

1. Slide down the Ski Slope
2. Free the doc from the robotic suitcase
3. Collect six springs in Vegetable HQ
4. Collect six propellers in the North Plain
5. Collect six stones in the Canyon
6. Collect six feathers in Cocktail Glacier
7. Collect six dominoes in the Pyramid
8. Collect six piggies in the Pressure Cooker
9. Defeat the magic mushroom and attack Grögh's tower



# THE SKI SLOPE

Like a good alien, Ed journeys to earth to clean up after himself. But like the ne'er-do-well he is, he crash-lands far from his destination. Atop the Ski Slope overlooking where his tonic first splashed down, Ed must begin a sled run to investigate his mess.



### Shooting Stars

The stars adorning the ski slope indicate launch pads that will spring Ed into the air. Slide onto one to sail over crevasses or to soar onto the upper ledges where elusive bonuses may lurk.



### Fence Me In

Wracked with drop-offs and crevasses, the Ski Slope isn't the safest place for sledding. Wooden fences line the hazardous ledges, so steer clear of any of the barricades.



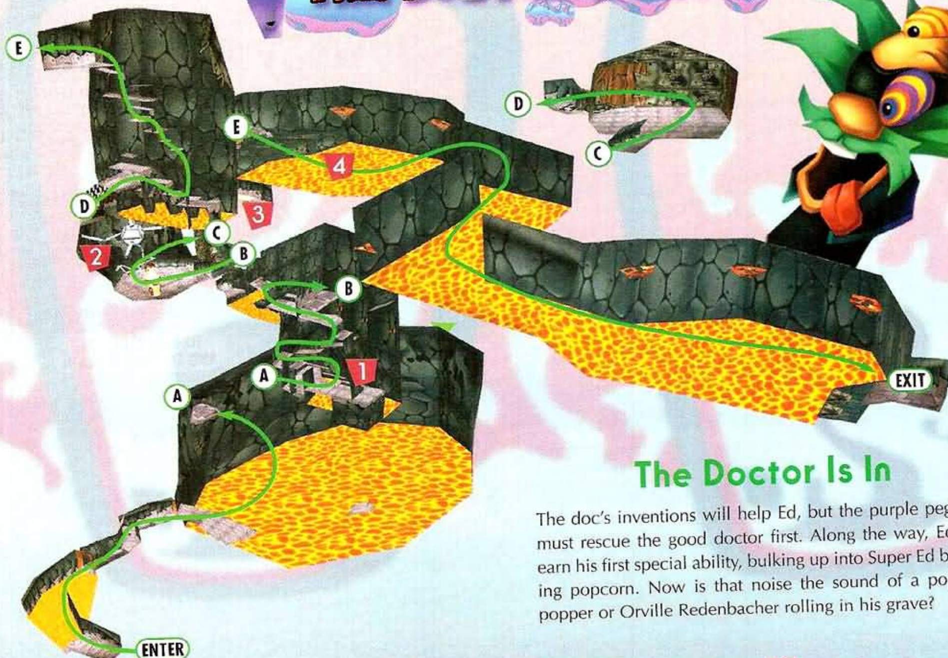
### Try, Try Again

At the end of the run, the slope forks into two paths. If you want to retry your descent to collect more items or turn in a better time, slide down the right path; otherwise, enter the left one.





# THE DOCTOR'S CAVE






## The Doctor Is In

The doc's inventions will help Ed, but the purple peghead must rescue the good doctor first. Along the way, Ed will earn his first special ability, bulking up into Super Ed by eating popcorn. Now is that noise the sound of a popcorn popper or Orville Redenbacher rolling in his grave?



### Ed Hanging by a Thread

As you work your way up the cavern, you'll reach a ledge that's too narrow to stand on. To navigate it, dangle from the ledge, then inch sideways until there's room to pull yourself up.



### Fixing the Popper in a Jiffy

Once you've fixed the popper by pushing the cube under the pipe, enter the brown-tiled alcove. The nook is actually an elevator, and if you stand in the middle of it, it will give you a lift.



### The Infected Ear

Stand in front of a target, then jump up when the ear of corn hurls a kernel at you. When its projectile hits the bull's-eye, the kernel will bounce back into the cob. After three hits, it's out.



### The Toast of the Town

Someone must have switched the toasters' darkness settings to "very evil," because the appliances will fire toast at you. To dodge their attacks, sidestep by walking while pressing the Z Button.







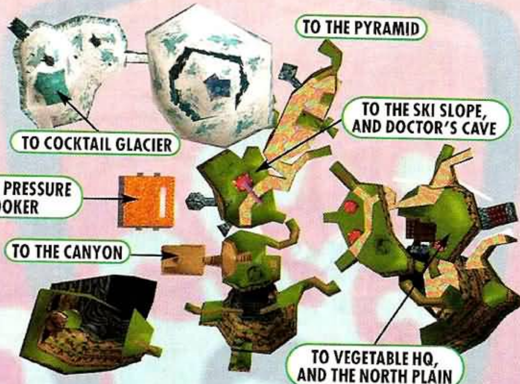
### Baggage Claim

**By weighing down the stone panel on the floor, you'll raise the cage that imprisons the popcorn machine. Lure the robot suitcase a few steps at a time so it plods onto the panel, then dash for the popcorn to bulk up and beat down the robot.**



# THE SOUTH PLAIN

When you defeat the robot suitcase in the doc's Cave, the bucket of bolts and baggage will leave behind a magic stick. By using it as a lever to open the nearby door, you'll free the doc who'll lead you back to the South Plain and offer to help you on your mission.






## The Doctor's Orders

To reach Grögh, the doc must fire you into the Viking's lair. Grögh has stolen the vital components needed for the launch, and the doc informs you that the first set of parts awaits in the Vegetable HQ.



## House of Plain

The South Plain cottage houses the trap door leading to the Pressure Cooker's underground entrance. It's also home to a secret passage concealed by a bookcase and accessed with the magic stick.



## Restricted Access

If you complete a level thoroughly, you'll end up with a new ability. Subsequent areas will require you to have those abilities, so collect the items the doc needs or you'll face a dead-end.



# VEGETABLE HEADQUARTERS

Whoever says vegetables are good for you should think twice. Not stocked with your garden-variety veggies, Vegetable HQ teems with a produce section gone bad. Mean beans, killer tomatoes and other former vegan delights guard the mad salad called Headquarters, a hideout where Grögh has hidden the doc's six springs.



## Refried Bean

Chase the bean counterclockwise until it parks its pod in front of the red, spherical blowtorch. By flipping the switch located in the room's six-o'-clock position, you'll be able to bake the bean.



## The Pluses and Minuses

After tossing the bean and tomato, enter the tomato's former cell to trip a switch that activates a platform. To propel the platform, stand on the plus sign, and to stop it, step on a minus.



## Carrot Cookout

A trio of carrots can supply more vitamin A than Ed can handle. Rather than battling the roots, torch them into flaming carrots by slapping the switch at the far end of the room.



## Please Pass the Pepper

Flee from the red hot chili pepper while running in a circular path. As you dodge its fiery breath, dice the carrots in the room's corners, then enter the room on the right to become Super Ed.



## Ed and His Flying Machine

Place the stick into the platform to fire it up, then push the stick in the direction you want go. If you steer the platform to the left of its original parking spot, you'll reach a new area.





# THE NORTH PLAIN



## Plain and Not So Simple

When you deliver the six springs to the doc, he'll give you a peashooter. Perfect your aim with Agent Xyz, then arm yourself to enter the North Plain, a series of cliffside passages that conceals more parts the doc needs to complete his invention that will help you reach Grögh.




### Abandon Ship

Leap onto the ship that will transport you across the abyss. When your ride sails beneath the floating platforms, jump ship, hop across the islands, then reboard as the boat skims past the isles.




### Walking on Coals

No one should desire having feet of flames (meant literally as well as in reference to that "Lord of the Dance" guy's home video), so ride the platform over the lava and sidestep the fire.




### Stay on Target

As you ride the platform toward the target, you won't need to wait for it to stop in order to take your shot. If you fire away as you approach your mark, you'll have more time to land a hit.




### Aim High

When you reach the towering, wooden door, activate your crosshairs, then aim at the top of the door, where you'll spy the target that will open the trap door at the doorstep.

## Nothing's Shocking



**To avoid the electrified henchman's shocking bolts, station yourself on one of the steps in the corners of the checkerboard room. On higher ground, you'll have an easier time dodging his attacks and retaliating with your peashooter.**

# THE CANYON

ENTER

A

A

EXIT

## Flights of Fancy

Gussied up with the bow tie, Ed can take flight in the Canyon. The waterfall near the doc's machine conceals the Canyon entrance, and by entering the passage beneath the nearby cottage, you'll be able to reach the balcony of the house, which doubles as the perfect launching pad.



### Ed Hits the Fan

Flying through the electric fans can be a breeze as long as you fly high through them. If you fly low and are hit by a blade, you'll have little time to recover before plummeting into the lava.



### An Uplifting Experience

The purplish cyclones are updrafts that can help you catch more air. Since you lose altitude whenever you turn, try to make your changes in direction when you reach a gust.



### Call Him the "Ed Baron"

Grögh's muscle-bound henchmen stationed on the ledges will attempt to shoot you down. When you take flight, you'll automatically arm your peashooter, so fire away as you command the skies.



### The Writing on the Wall

Navigating the twisting corridors of the canyon can be confusing for any pilot, but you'll have some guidance. The arrows that appear on the walls will point you in the right direction.



### Requesting Clearance

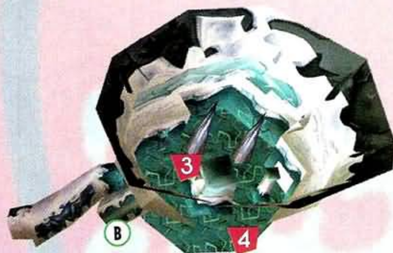
Large iron doors barricade sections of the canyon, and nothing says "knock, knock" like a pelting from your peashooter. Blast the targets that adorn the doors to open them.





# COCKTAIL GLACIER







## Thirsting for Action

Things go from hot to cold when Ed leaves the volcanic Canyon for the arctic wonderland of Cocktail Glacier, a bubbly blend of puzzles with just the right zing of action. But if your cup runneth over with too much trouble, you won't have the option to say "when."




### Swan Lake It's Not

If the sight of Grögh's henchmen decked out as ballerinas in tutus isn't painful enough, a guard will hurl boulders at you. As Super Ed, volley the rocks into dancers to cut short their careers.




### Tread Lightly

Sheets of ice coat the Glacier Cocktail's floating platforms, so walk on them slowly to avoid slipping and falling. The last things Ed needs are bruises—he's purple enough as it is.




### Batting Practice

From atop his perch, one of Grögh's henchmen will pitch projectiles at you. Your magic stick, which doubles as a pogo stick and peashooter, will also make an effective baseball bat.




### Chill before Serving

Freeze, thaw and refreeze the water until you can raise the water level to the chamber's upper reaches. As the level rises, so too will the block of ice, which you'll be able to use as a stairstep.




### Citrus Sprockets

Not only do the fruit slices add tangy flavor to the water, they will act as gears. If you raise the water level in the adjacent room, the missing cog will float into place to complete the mechanism.

# THE PYRAMID

## Walk Like an Ed-gyptian

Puzzling enough to rival the riddle of the Sphinx, the Pyramid is the intellectual level, in which Ed must uncover code sequences to reach point B. He'll also have to rearrange parts of rooms to exit, as in the cat room, where standing on the X could uncover an escape hatch.



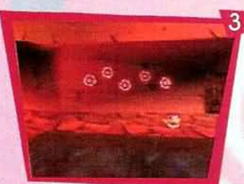
### The Prying Game

The giant statue blocks the spiral-branded wall switch that opens the door. To reach the panel, pry the boulder to shove the statue aside, then swat at the switch with your stick.



### Faces of Stone

After you escape the close shave with the floor spikes, stand on the X on the floor to spin the four faces on the wall. If you can bat them in the correct sequence, you'll unlock the exit.



### The Five Targets

Hit the switch, then memorize the targets' spinning order. Topple the wall pillars, go upstairs, then pogo onto the hatch to reveal the warp leading to where the target sequence comes into play.



### Room to Move

As Super Ed, slap the small spirals to rearrange the walls so they form a line extending from the front to the back of the room. When you hit the giant spiral, the room will tilt and the walls will form a bridge.

### "Insert Mummy Pun Here"



**Ancient grandmummies will awaken to send you to a tomb of your own. Their wheelchairs are rickety, so you can outmaneuver them by running in a circular path. You can wrap up the mummy battle by fending off the grannies with your stick.**





# THE PRESSURE COOKER




## If You Can't Stand the Heat...

Inside the South Plain cottage next to the doc's machine is a trap door. By using your pogo stick to pound it, you'll be able to drop into the underground passage leading to the Pressure Cooker, an oven boiling over with people and things for Ed to mimic using his chameleon belt.




### Kickboxing

To exit the room, you must weigh down the three switches with boxes. The catch is that when you slide the boxes they will coast until they hit a blockade or the edge of the floor.




### Monstrous Magnet

In this box-moving area, you'll plug your stick into the slot to control the magnet on the crane. Position it over a box, attract it, then drop it onto one of the steaming vents to the right.




### Oil's Well that Ends Well

When the guard threatens to boil you, he'll take flight to head for higher ground. Follow his lead by immediately scaling the spiraling, checkerboard steps before the flooding oil inundates you.



## ED'S NEXT MOVE

The mushroom will evade Ed when he reaches the Pressure Cooker's exit, indicating that the fight is hardly over. With all of the doc's machine pieces returned, Ed will be able to meet up with Grögh, the mushroom, Dino-cow and other trouble. But that's a whole 'nother can of worms–or tonic.



What do you get when you cross a cow, a dog and a dinosaur? An animal that likes to bury its own calcium-rich fossils! Okay, they can't all be winners, but better laughs will be in store in Ed's remaining oddball Tonic Trouble adventures as he frees the Dino-cow and finally goes head-to-head against Grögh the Hellish.

GAME BOY COLOR

# HEXCITE

THE SHAPES OF VICTORY™



THE HEXCITING PIECE-PLACING STRATEGY GAME






# GET IN SHAPE

**OK, pencil neck, we know you can twitch your scrawny little fingers. Now get pumped up for some real heavy lifting, skinny boy. Muscle up your mind for a new**

## THE PRIZES

### GRAND PRIZE



**An Apple iMac in your choice of color, a Game Boy® Color and Ubi Soft's exciting new strategy game, Hexcite**

### 5 Second Prizes



**A Game Boy® Color with Hexcite**

### 25 Third Prizes



**Hexcite for Game Boy® Color**



## THE CHALLENGE

**Match the shapes below with their names. Then fill in the entry blank with the corresponding letters. Your brawny brain could be the difference between winning and losing.**

1. 

2. 

3. 

a. Hexagon

b. Triangle

c. Parallelogram

# ENTER AND WIN

# WITH HEXCITE.




**strategy game for Game Boy® Color. Take the Hexcite Challenge, match the shapes below and you could win an iMac!**

## ENTER NOW

**ALL ENTRIES MUST BE RECEIVED BY APRIL 30, 1999**




**GET IN SHAPE WITH HEXCITE**
THE SHAPES OF VICTORY

**MATCH** the shape with the right letter. 1. ▱ C 2. ⬢ A 3. ▲ B

**MAIL TO:** GET IN SHAPE/Ubi Soft, 625 Third Street, Third Floor, San Francisco, CA 94107

(Please Print)
Name: Daniel Champagne Age: 10
Address: 230 Ross Hill Rd. Apt. #: —
City: Lisbon State Ct. Zip 06351

To enter, mail the attached entry form or a standard sized postcard, containing your name, address and phone number to GET IN SHAPE/Ubi Soft, 625 Third Street, San Francisco, CA, 94107. This contest is conducted solely by Ubi Soft, Inc.; neither Nintendo of America nor Apple Computer, Inc. nor their subsidiaries, agents or parent companies are in any way affiliated with this promotion. Nintendo of America is not responsible for misdirected entries. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. All entries become exclusive property of Ubi Soft Entertainment and will not be acknowledged or returned. Ubi Soft Entertainment assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Void where prohibited by law. All federal, state and local regulations apply. Winner will be selected from entries with the correct answers by random drawing on or around May 15, 1999.

# COMMAND & CONQUER™




**Nintendo and Westwood Studios are poised to invade traditional PC territory this summer with the deployment of a 3-D version of Command & Conquer for the N64. Warfare will never be the same.**






## THE FOG OF WAR LIFTS

Throughout history, military commanders have had to deal with the fog of war, which can be defined as the myriad factors that serve to conceal the movements of the enemy. On every field of battle, the opposing commanders mass their troops, build reinforcements, move supplies and plan strategies. In Command & Conquer, players command all of these aspects of waging war in real time as the leaders of one of two opposing superpowers—the unified Global Defense Initiative (GDI) or the fanatical Brotherhood of Nod. The N64 version of Westwood's award-winning PC game reprises the classic battles of C&C in 3-D, and with an interface that has been updated and upgraded—and with a few added secrets. As a Nintendo Power reader, you are a witness to the dawn of this new gaming genre for the N64. In the following pages, we will push back the fog that has surrounded the development of Command & Conquer.



The fog of war is portrayed as a black cloud in C&C. As your troops move into an area, the fog will lift and new territory will be revealed. The trick is to be prepared for whatever you find there.







# A LONG AND GLORIOUS HISTORY

Command & Conquer first appeared as a computer game back in 1995 and soon spawned a huge family of cousins. War strategy games had always been popular with computer gamers, but most of those games seemed to remove the gamer from the action on the battlefield. And while battlefield simulations put gamers in control of individual units such as a tank, they included little or no overall campaign strategy. Virtually all war games ignored the importance of supplies and resources. Command & Conquer combined all of these ideas in an interface that featured cutting-edge graphics and sound. War gamers were hooked, and soon real-time strategy, or resource management, games became the hottest genre of game in the computer gaming industry. That trend has lasted to this day with best-selling titles such as Starcraft, which is also in development as an N64 game.







Realistic landscapes include roads and bridges. You can also move units crosscountry and use the terrain to the benefit of your attack plan.

## RESOURCE MANAGEMENT

## THE ARSENAL OF AUTOCRACY

Command & Conquer isn't just about fighting battles. It's also about preparing for battles. The economy of C&C, which is set in the near future, is based on the mining and refining of Tiberium. The money you earn from Tiberium will fuel your war machine. Unlike most war strategy games, C&C doesn't limit commanders to the units they have at the start of the mission. A big part of the strategy is building the units and facilities best-suited for winning a particular scenario. The factories that you build and place on the map will churn out tanks, helicopters and planes. Your barracks will allow you to produce infantry and specialist units. As the game progresses, other facilities will become available, such as guard towers, communications centers, missile sites and more. And power plants will generate the energy to keep all of these cogs in your war machine turning smoothly. The management of your resources becomes a balancing act, as well. How much do you spend on infrastructure and how much on combat units? Which combat units will do you the most good? How far do you go, and how fast do you move?

Some of the facilities are available to just one side or the other. The guard tower is available only to the GDI.



You'll begin building your base of operations with the MCV, or Mobile Construction Vehicle. In time, you can construct buildings and combat units of all types for your war effort.



REAL-TIME STRATEGY

## TIME'S AWASTIN'

The second thing you have to know about C&C is that it's fast. In real-time strategy games, something is happening all the time, and you may not always have the luxury to kick back and consider all the options. While you fiddle, enemy troops may burn your camp to the ground. At the heart of the action is the control of combat units. Managing all your infantry and vehicles is largely a matter of selecting the units with the on-screen cursor and giving them commands such as where to go, where to set up a patrol or where to attack. The N64 controller turns out to be an ideal tool for this environment, because unlike a computer's mouse, it has many buttons that you can use for instant commands. Players can select one unit or drag a box around a group of units and command them all at one time. While those units are carrying out their orders, you can turn your attention to building new units or even selling off old units for extra cash. Then when fighting breaks out, you'll move back to the frontline and command your troops in the actual battle. The real-time element is most dramatic during skirmishes and battles. You'll have to act quickly so that your troops know which targets to attack. If you don't, you'll end up watching helplessly as the individual health bars on your units start dropping.



You may not always notice when enemy units begin their attack, but you'll be able to hear the firefight once it breaks out. Quick C Button options will take you immediately to one of four predesignated teams.

Dragging a box around a group of units allows players to command them all at one time. After selecting them, you can send troops to a new location or have them attack the enemy.



## NEW CONQUESTS

In the turbulent years of the new millennium, the old order of nations has crumbled, and in its place is a standoff between two new superpowers. The great nations of the west have banded together to form the Global Defense Initiative. The GDI is based on concepts of democracy and freedom. And from the ashes of the old totalitarian regimes of the east has arisen the fanatical Brotherhood of Nod led by a charismatic killer named Kain. As the search for the prized Tiberium continues, the two factions clash at flashpoints across the globe.

Each army has a number of different units that aren't available to its enemy. For instance, the GDI can produce grenade infantry. These troops can easily destroy units beyond walls. Nod players may build the Hand of Nod, a barracks that produces elite infantry for the Brotherhood. Once you've chosen your army, the game begins with simple missions such as securing a beachhead. You'll learn about your objectives and possible dangers during a mission briefing before the action starts. During or after successfully completing a mission, you have the option of saving your progress on the game's internal memory files then moving on to the next task. C&C contains approximately 50 missions and multiple paths that extend replay value. At different points in the game, you have the opportunity to choose the next territory where you'll fight.



### COMBAT UNIT

Combat units include infantry, tanks, planes, missiles and other vechicles.

LIGHT TANK





NOD BUGGY





ORCA AIRCRAFT





SAM SITE







## NINTENDO TAKES COMMAND

The N64 version of Command & Conquer recreates the original game from Westwood Studios, but there are significant changes in several areas. The maps may be the same, but the graphics are all 3-D and much sharper, especially in the Expansion Pak high-res mode. Although state-of-the-art in '95, C&C's 2-D, overhead graphics would seem fairly simple today. You'll also hear some of the best voice usage on the N64 and excellent sound effects.

Control of the action is much faster and easier using the N64 Controller. Cursor motion is controlled with the Control Stick while the buttons bring up the sidebar, switch cursors or perform other special actions such as rebuilding units with the touch of one button. The one feature that the N64 C&C won't have is multiplayer gaming over the internet. That's war for you. On the other hand, we hear that there will be a number of hidden surprises in the N64 version.





### STRUCTURES

Facilities such as power plants, factories and refineries are the backbone of your army.

**WEAPONS FACTORY**





**REFINERY**





**REFINERY**





**CONSTRUCTION YARD**





## THE TIDE OF WAR

With the arrival of Command & Conquer this summer, Nintendo will introduce a new experience to N64 gamers. C&C is sophisticated, strategically challenging, and best of all, it's action-packed. For players who have already experienced C&C on a computer, the N64 game will cover familiar territory with an updated look. For players who have never played C&C, expect an eye-opening experience. Strategy games don't have to be tedious, turn-based, menu-driven monsters. They can be fast, furious and fun. Command & Conquer is proof of that.

This vast army is ready to move out at the commander's orders. You can move your forces in any size group and command each group individually.



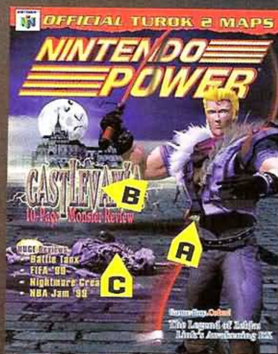
# CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

### The January Code Cover-Up

If you're a subscriber, your January 1999 issue of Nintendo Power contains one of three code words hidden on the cover. You're out of luck if you bought your mag at the newsstand, but if you received it in the mail, search your cover in spots A, B or C to find your code.







### A. Star Wars: Rogue Squadron

By entering MAESTRO on the Passcode screen, you'll be able to tune in to the various theme songs in the Showroom's Concert Hall.



### B. Turok 2: Seeds of Evil

As winner of one of our contests, Juan Gaspar scored a trip to Iguana Entertainment where the programmers created the HEEERESJUAN code that places his face on the Life Force Tokens.



### C. NFL Quarterback Club '99

Normally, a "bomb" doesn't refer to explosives in football. That is, unless you've entered PPCRNRTRNS to activate Land Mine Mode.

## STAR WARS ROGUE SQUADRON

### The Force Is with You

In addition to the MAESTRO code we hid on select subscriber covers for NP Volume 116, Rogue Squadron features a good AT-AT load of codes. All codes will reset when you shut off your game, with the exception of MAESTRO and DIRECTOR, which will remain permanently activated, and TOUGHGUY, which will reset when you erase your existing game files.

| Passcode | Description |
|---|---|
| ACE | Increases Difficulty |
| CHICKEN | Activates AT-ST Game |
| CREDITS | Rolls Credits |
| DIRECTOR | Opens "At the Movies" |
| FARMBOY | Unlocks the Millennium Falcon |
| HARDROCK | Changes Luke's Face on the Title Screen |
| IGIVEUP | Grants Unlimited Lives |
| RADAR | Makes Radar Blips above You Brighter |
| TIEDUP | Unlocks the TIE interceptor |
| TOUGHGUY | Grants all Imperial Technology |




Enter TIEDUP after FARMBOY, then push Up when the Falcon is on screen in the hangar.




After entering HARDROCK, open a file then return to the Title Screen to view the makeover.




## Rolling Out One More Code

Volume 115 unveiled a gob codes for Acclaim's Iggy's Reckin' Balls, but it wasn't the whole ball of wax. This month we roll out one more code that will shrink Iggy and the other Reckin' Balls into pea-sized racers. To shrink them, enter MICROBALLS as your cheat word.




For a bigger challenge, play it small by shrinking into MICROBALLS' minimarbles.



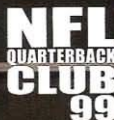
Dry clean only! Dry clean only! Aargh! Now the Reckin' Balls are two sizes too small!




## Using the Level Skip Cheat

Last month we revealed 2409 as the magic number that unlocks the Level Skip function. But like an alien disintegrator ray, it's not much help unless you know how to use it. When you enter 2409 as your Access Code, "Error" will appear, but don't be fooled. From that point on, you'll be able to pause your game and then hit Select to beam yourself to the next level. Or, you could always punch in the following Access Codes to warp to the level of your choice.

| Area | Access Code |
|---|---|
| Level 2 | 2710 |
| Level 3 | 1807 |
| Level 4 | 0309 |
| Level 5 | 2705 |
| Level 6 | 3107 |




## A Hundred Yards of Codes

The PPCRNRTRNS Land Mine Mode code was just the tip of the iceberg. More NFL QB '99 codes have been waiting on the sidelines for you to use on the game's Enter Cheat Screen. Once you've selected the screen, press the A Button to begin entering your code word. Move the Control Stick Up or Down to scroll through the alphabet, then push the Control Stick to the Right to enter the next letter.

| Code | Description |
|---|---|
| BCHBLL | Overinflated Ball |
| BGMNY | Big Coin Toss |
| BTTRFNGRS | Always Fumble |
| DBLDWNS | Eight Downs |
| FLBBR | Flubber Football |
| FRRSTGMP | Slow Motion Game |
| HSNFR | Smoking Football |
| PNBLL | Ricocheting Players |
| PWRKCKR | Power Kicker |
| PWRPYLNS | Giant Pylons |
| RCQTBLL | Racquetball Mode |
| RGBY | Rugby Mode |
| SCLLYMLDR | Alien Stadium |
| SLPNSLD | Slip and Slide Mode |
| STCKYBLL | No Fumbles |
| TRBMN | Unlimited Turbo |
| TTHPCK | Skinny Players |
| XTRTMS | Extra Teams |
| XTRVLTG | Electric Football Mode |




XTRTMS will unlock the Cleveland Browns, plus past Super Bowl teams, but they can compete only in Exhibition and Quick Play Modes.



They obviously don't eat the stadium dogs! For teams that would make Ally McBeal look porky, slim your players with the TTHPCK code.

# TOP GEAR Overdrive

## Top Secret Overdrive

To tinker with Top Gear Overdrive, enter the game's Main Menu Screen. You'll activate the codes if you highlight the various options and select them with the Z Button in the proper order. Number the options starting at the top, then highlight and select them in the following order to begin a race in Season Four: 2, 1, 1, 4, 3, 3, 1. Or try this for Season Five: 3, 1, 4, 2, 2, 3, 1, 2, 4, 1.




The code numbers refer to the Main Menu's options if you number them 1 through 4 moving from top to bottom.




If you select the options in the proper sequence, a happy face will appear and a revving engine will sound.




To take any of Top Gear Overdrive's normal cars for a spin, use 4, 1, 1, 2 as your sequence.




The game hides a bevy of bonus cars under its hood, including the hot-rod hot dog accessed by 4, 2, 3, 1, 2, 2.




Though we love driving our Wienermobile, we'll settle for the Nintendo Power car we get with 1, 4, 2, 3, 2, 1, 3, 4.




Get "N" and head out with this trendy vehicle by punching in 2, 2, 1, 4, 1, 2, 1, 4, 3, 2, 3.

# NHL® 99

## Adding Speed and Subtracting Goalies

Sure, the FAST code from Volume 116 sped up the action on the ice, but if you want to put more ants in your hockey players' pants, punch in FASTER as your Password on the Options Screen. And if those goalies keep getting in the way, eject them from the game by using PULLED as your Password.



With action this fast melting the ice, the Zamboni will have its work cut out for itself.



Goalies? We don't need no stinkin' goalies! PULLED will get them out of the way.

# SOUTH PARK

## Even Kenny Could Survive with These...

For code action as big as Cartman, drop those Cheesy Poofs and head to South Park's Enter Cheat Screen. You can unlock every character in Multiplayer Mode by typing in OMGTKKYB. If you enter THEEARTHMOVED, you'll be able to select any level in Story Mode. But you could always save yourself the trouble by entering BOBBYBIRD, the master code that unlocks all of the game's secret cheats.



Salisbury steak day comes early! Play as Chef or anyone else with OMGTKKYB.




Tired of fighting turkeys? Jump ahead in Story Mode with THEEARTHMOVED.

# CLASSIFIED INFORMATION

## extreme-G XG2

### Extreme Extras

The first Extreme-G came fully loaded with codes, and the sequel is equally souped up. On the Select Bike Screen, hit the R Button, visit the Enter Name Screen, then enter any of the following codes as your Player Name.

| Code | Description |
| --- | --- |
| 2064 | Plane Mode |
| FLICK | Blurry Graphics |
| LINEAR | Wire Frame Mode |
| MISPLACE | Always Qualify |
| MISTAKE | Unlimited Weapons |
| NITROID | Unlimited Nitros |
| NOPANEL | Screen Display Off |
| SPIRAL | Rotating Tracks |
| SPYEYE | Overhead Camera |
| XCHARGE | Unltd. Shields & Lasers |



Trade your bike for a plane with the 2064 code.



What is this—Night Driver or LINEAR's bare-bones graphics?



For a bird's-eye view of the race, type in SPYEYE.



XCHARGE will give you unlimited lasers as well as shields.

## Glover

### A Handful of Help

Fistfuls of danger lurk in every level of Hasbro Interactive's game, and unless you want Glover to be turned into Hamburger Helper, let your fingers do the walking to the Level Select Cheat. While playing a game, hit the Start Button to pause the action, then tap the following C Buttons: top, top, top, left, left, right, left and right. If you've entered the correct sequence "Level Select On!" will appear on screen.

### Step 1

Pause your game, then press the C Buttons in the following sequence: top, top, top, left, left, right, left then right.



### Step 2

After entering the sequence, quit your game. When you return to the Main Menu Screen, push Up on the Control Stick, then press the A Button.




### Step 3

By pushing Up on the Control Stick and tapping the A Button, you'll access the Select Level Menu. Using the Control Stick, you can scroll through every level of the game on the handy new menu.



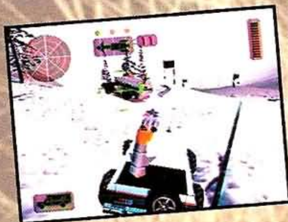

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to noapulse@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
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Redmond, WA
98073-9733

# VIGILANTE 8™









**BOOGIE ON DOWN WITH VIGILANTE 8! ACTIVISION'S DYN-O-MITE DESTRUCTION DERBY DELIVERS STUNNING GRAPHICS—ESPECIALLY WITH THE EXPANSION PAK—AND FAB GAMEPLAY. BUCKLE UP AND GET READY FOR A SASSY, '70S-FLAVORED AUTO ARMAGEDDON THAT'S MORE FUN THAN A BARREL OF SEAMONKEYS!**

Vigilante 8 is a wild disco-opera of cars, bullets and justice in an alternate Southwest, where oil is scarcer than straight-legged pants, and it stars the grooviest cast of characters to hit the N64. Promising better car chases than *The French Connection*, Vigilante 8 represents the new high-water mark in vehicular combat. Step into the ride of your choice and take a funkadelic tour through a high-speed, high-stakes world where "grease" is definitely the word.





# THE VIGILANTES

With no Smokey in town to bust the bandits, the Vigilantes decide to take the law into their own hands. They must stop the Coyotes, who are bent on stomping out oil production, before they send the U.S. into financial ruin.

## CHASSEY BLUE







Chassey is a secret agent from D.C. assigned to fight the Coyotes. Her wicked Gridlock weapon launches a paralyzing grid of combustable, engine-stalling flares at her foes.





## SLICK CLYDE







Playboy Clyde was enlisted in the Vigilantes when Convoy noticed the power of his rig. His White Lightning Rod can call down the thunder when the going gets tough.





## JOHN TORQUE







JT was a groovin' gambler who believed in the Vigilante cause enough to put down his cards and use his Bass Quake speakers to shake the earth under the Coyotes' wheels.





## SHEILA







Sheila, Convoy's niece, is addicted to action and follows her uncle into the rural combat zone. Her 24mm Tantrum Gun tracks Coyotes and blows weapons off their cars.





# CLASSIFIED

When you complete the four Vigilante quests, you'll be able to spin with Dave and Convoy, two roughriders who plan to teach the Coyotes to respect their "authori-tay!"

## DAVE







A close encounter with spacey Dave means certain death for a slow-moving Coyote. Dave's far out Invansion attack dishes out a few flying saucers to swarm the enemy.

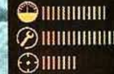




## CONVOY







Convoy, leader of the Coyotes, is determined to keep on truckin' until the last Coyote smells the burning rubber of his Steel Belter attack: a rolling tire filled with dynamite.





# THE COYOTES

The Coyotes are driven by a $100 million bounty, to be paid upon the complete destruction of America's remaining oil resources. These mercenaries ran roughshod across the Southwest until the arrival of the Vigilantes. Now it's war!

## LOKI





Before being classified as unstable, Loki was a top secret military test pilot. Now that he's been grounded, he's using his Scatter Missiles to terrorize the Southwest.




## HOUSTON 3





This six million dollar sister may be half-human and half-machine, but she's all trouble. Her Super Fantastic Death Ray cuts through vehicles and tears off their weaponry.




## BOOGIE





The biggest Bee-Gees fan in America, Boogie is a discosuperstar. But when he unleashes his inflatable disco-ball attack, the real challenge is just stayin' alive.




## BEEZWAX





Stung by evil, Beezwax turned against the government after nuclear testing mutated his prized bees. He has trained his "pets" to form a Gamma Swarm and wreak havoc.




# CLASSIFIED

After the four Coyotes finish busting up the Southwest, you'll be able to access Sid Burn and his henchman, Molo, for a little fun under the Arizona sun.

## MOLO






Juvenile menace Molo is a rotten apple from the Big Apple. He stole a bus and headed west to try his hand at terrorism, taking his gassy pranks with him.




## SID BURN





Sid Burn is the gangster who put the "inferno" in disco inferno. His Breath of Fire will unleash a Molotov attack that sets enemy cars ablaze. Oooooh, too hot!








# QUEST

Every trucker has a story. While Vigilante 8's multiplayer modes provide the most fun, single players can enjoy the exciting Quest Mode, where you act out each character's savage exploits during these tumultuous times.

**VIGILANTES** The Vigilante quests always involve protecting a landmark from the pillaging Coyotes. Usually, it is best to stay near the landmark and let the Coyotes come to you.

**COYOTES** The Coyotes are out to rob and mob, and they aren't about to let a few squares like the Vigilantes get in their way. They'll always be looking to destroy a landmark.

## CASINO CITY

The electric hue of neon lights and the sound of one-armed bandits paying off make the perfect backdrop for a little mobile mayhem. The alleys offer plenty of hiding places, but if you crave action, then the streets are the place for you.

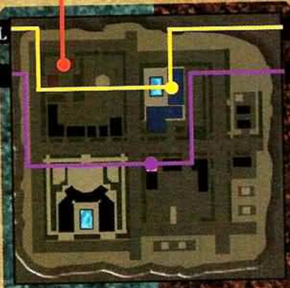

PROTECT GAS STATIONS


PROTECT GALAXY HUB HOTEL


PROTECT WEDDING CHAPEL


Special weapons and vehicle repair icons are submerged in the hotel pools. The water will slow your car, so make sure nobody's on your tail.


Drive into the back of the blimp and take a ride over the city. Step on the gas while over the buildings to launch out of the blimp and grab the power-ups.




DESTROY GAS STATIONS


DESTROY GALAXY HUB HOTEL


DESTROY WEDDING CHAPEL


If you shoot up the garage door behind the far out Galaxy Hub Hotel, you will expose a ramp that will take you on top of the buildings.


The alleys between buildings hide power-ups and shields. Be careful not to sandwich yourself between two enemy vehicles.

## SKI LODGE

Colorado's Busted Hump Ski Resort was renowned for its beautiful slopes and serene snowfall. Since the Coyotes made the scene, they've turned this wintry wonderland into a bedlam. Can the Vigilantes restore order, or is this paradise lost?

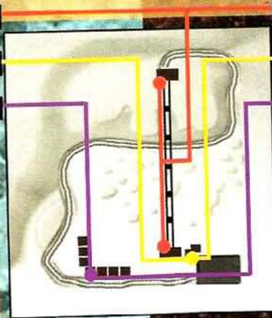

PROTECT LIFT STATIONS


PROTECT SKI LODGE


PROTECT CONDOMINIUMS


If the enemy is ganging up on you and you're low on health, race to the top or to the bottom of the slope and use the Bruiser Cannon to keep them at bay.


Plant Land Mines around the Coyotes' target. They will defend the target while you pick off enemies from a distance.




DESTROY LIFT STATIONS


DESTROY SKI LODGE


DESTROY CONDOMINIUMS


Thar's weapons in them woods. Take to the trees and stock up on power-ups before charging the Vigilantes and the target.


Hitch a ride on the ski lift. It transports you quickly between the top and bottom of the slopes, and lets you pick up power-ups on the way.

# CANYONLANDS

Utah's Canyonlands were once home to the peaceful Anasazi. Now, they're home to brutal showdowns between good and evil. The multi-tired landscape will force you to rethink your strategies now that the enemy can be either above or below you.


**PROTECT ANASAZI RUINS**


**PROTECT ZUNI VISTA HOTEL**


**PROTECT GAS STATION**

**DESTROY ANASAZI RUINS**

**DESTROY ZUNI VISTA HOTEL**

**DESTROY GAS STATION**





Try to nab the power-ups on the bridges before the menacing Coyotes bring them tumbling down. Can you dig it?



The canyon floor is the best place to chase a heavily damaged Coyote. The open space allows you to finish them off before they can hide.



Shoot the precariously perched boulders so they roll into the valley. If your timing is right, you can squash an enemy car.



Beware of Coyote Molo or Vigilante Sheila, the two bosses for this area depending on whose quest you undertake.



The paved roads along the top tier of the Canyonlands are well-stocked with power-ups. Be sure to pick them up before enemy cars beat you to them.



If you have missiles or the Bruiser Cannon, immediately report to the ruins. You can look down into the canyon and deliver plenty of hurt from above.



The warp in the center of the ruins lifts you up and drops you on the other side of the canyon. While it's transporting you, you will be treated to some extra power-ups.

# HOOVER DAM

There's enough energy coursing through Hoover Dam to light up a hundred Studio 54s, and the Coyotes will stop at nothing to cause a southwestern blackout. Are you going to sit there like a Pet Rock or take action?


**PROTECT POWER STATION**

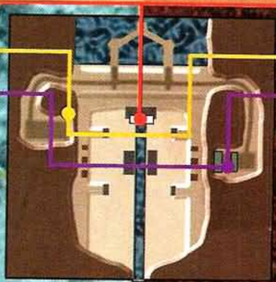

**PROTECT VISITOR CENTER**


**PROTECT TRANSFORMERS**

**DESTROY POWER STATION**

**DESTROY VISITOR CENTER**

**DESTROY TRANSFORMERS**





Launch yourself off the dam's sloped edges to reach the power-ups hanging in midair.



If you're all powered-up, the open area at the bottom of the dam is the best arena for showing off your weaponry.



You will have to face-off against John Torque or Boogie to finish the quest.



Several power-ups are lying on the fenced-off paths leading over the water. But if you fall in the drink, you will be transported back to the center of the level.



The top of the visitor's center and the transformer plateau are excellent places to sit and pelt your enemies from above.





# AIRCRAFT GRAVEYARD

The Aircraft Graveyard is host to the ghosts of vehicles past. And if the Coyotes have their way, your spirit will soon join them.

**PROTECT HANGARS**

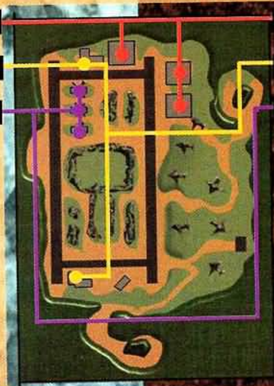
**PROTECT HELICOPTERS**

**PROTECT RADIO TOWERS**

**DESTROY HANGARS**

**DESTROY HELICOPTERS**

**DESTROY RADIO TOWERS**





There is an area behind the graveyard sign that is littered with power-ups. As soon as you reach it, though, the enemy will follow.



Stay off the runways whenever possible. Planes will take off sporadically, and they won't hesitate to run over your car.



The helicopters don't take many hits to disable, so never stray from them until you've wrecked a couple enemy cars.



Slick Clyde and Houston 3 will groove on over as soon as you've completed your quest.



Blow open the hangar doors and collect the power-ups waiting inside!



Use the wings of discarded airplanes to reach precious repair icons dangling in the sky.



The final enemy will often try to chase you down. Lead them on to the runways, but keep a sharp eye out for planes.

# GHOST TOWN

Whether it's with six-shooters or rocket launchers, Main Street is always the best place for a showdown. Besides, the resident specters could use a little action. Be on the lookout for a rundown locomotive that circles the haunted town. It carries a bevy of power-ups.

**PROTECT INDIAN VILLAGE**

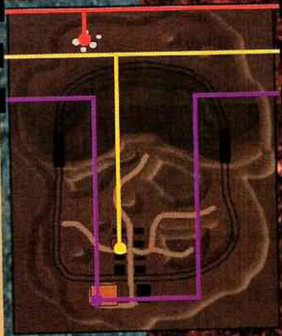
**PROTECT BANK**

**PROTECT TRAIN STATION**

**DESTROY INDIAN VILLAGE**

**DESTROY BANK**

**DESTROY TRAIN STATION**





The locomotive carries lots of power-ups. If you blast it, some of the crates will fall off and you can pick them up.



The whirlwinds will rip through the canyon and toss your car up in the air. Count on taking some damage if you get caught up in their force.



Dave will beam on down, and Loki will crash-land as soon as you mop up the town.



The locomotive will occasionally drop items, so check the train tracks frequently for discarded power-ups.



The town may be desolate, but if you pump the buildings full of lead you will find a lot of hidden items.

# OIL FIELDS

New Mexico, home of the famous Roswell Crash of 1947, is also one of the biggest oil-producing states in the Union. If the Coyotes manage to wipe out the rigs and tanks, the Vigilantes' cause will be all but lost.

**PROTECT CRUDE OIL TANKS**

**PROTECT OIL PUMPS**

**PROTECT OIL RIGS**

Health, shields and power-ups are plentiful in the oil tank area. If your objective is to protect the tanks, you'll need to collect the power-ups before the Coyotes attack.

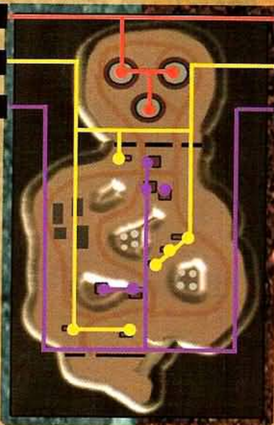


If the refinery goes boom while you're inside, your vehicle will feel the hurt. Only enter the refinery if you have the green shield.



Most of the level is combustible, so choose your targets carefully. If you're next to an explosive structure when it goes up, you will take damage.







You must conquer either Convoy or Sid Burn if you want to escape the fields triumphantly.

**DESTROY CRUDE OIL TANKS**

**DESTROY OIL PUMPS**

**DESTROY OIL RIGS**



Firing a couple shots into the spherical tanks will knock them into the valley. A rolling tank will heavily damage a vehicle upon contact.



Pinching an enemy between your blazing guns and the pipelines is a surefire strategy to finish off an opponent's car. Shooting the pipes turns off the water temporarily.



You will find shields in the center of the spherical oil tanks. Shields are useful on this level, especially when structures start exploding around you.

# VALLEY FARMS

Life on the farm is kind of laid back, and there's nothing that a country boy (equipped with a rocket launcher) can't hack. The irrigation trenches are difficult to get out of once you fall in, so drive safely near the edges.

**PROTECT SILOS**

**PROTECT BARNS**

**PROTECT WINDMILLS**

From a distance, line up with a bridge and gun it. The bridge will act as a ramp and, your speed will propel you to the floating power-ups.



When you travel in the trenches, look under the bridges for hidden power-ups.







Unless you want to buy the farm, you must defeat Chassey and Beezwax at the conclusion of your quest.

**DESTROY SILOS**

**DESTROY BARNS**

**DESTROY WINDMILLS**



Try to bump your opponents into the trenches and pelt them with special weapons from above.



If you destroy a windmill, one of the blades will fly off and damage the nearest car. Make sure it isn't yours.





## "Y" THE ALIEN











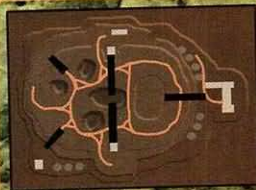
Space cowboy Y has intercepted an alien message. It originated from earth, but he cannot discern whether it's a distress call or an invitation to groove on by. As Y scours the Southwest for clues, he learns that aliens recently crashed in the area and have been dissected at Site 4. Y then decides to teach the earthlings a few manners about hospitality.

## CLASSIFIED

When you join Y on his quest to find his galactic pals, you can play two new levels, Sand Factory and Secret Base. The levels are tough, but Y's saucer is up to the challenge.

## SAND FACTORY

The factory is full of goodies, if you take the time to find them. Blow up tanks to reveal weapons and use the giant ramps to reach floating power-ups. Repair icons are tough to find, so don't drive like a complete madman.







Y's great space coaster is speedy enough to outrun any car, and its anti-gravity engine allows him to glide up and down steep surfaces with ease, eluding the enemy and gaining a strategic advantage.

## SECRET BASE

The government took Y's buddies to this base to experiment on them. Y isn't shy about unleashing his death ray to show his displeasure with our hospitality. Look for scarce power-ups in the hangars.







Use the parked stealth fighters for a friendly game of hide-and-seek-and-blow-the-other-cars-up. The flat spaces around the hangars make an excellent place to singe the other cars with your death ray.

## SUPER DREAMLAND 64

Once you complete Y's quest, you will be treated to the ultra-colorful Super Dreamland 64, a fantasy-themed level where storybooks come alive. It's so cute that you may feel guilty for shooting up the joint.







Flee from charging knights and blow up pastel houses to reveal power-ups in this wacky level. When the heat is on, look for wells that will suck you underground and spit you out in different locations.

# MULTIPLAYER

Three extra Controllers + disco ball + Donna Summer LP + Vigilante 8 = a groove-a-licious multiplayer experience like no other on the N64!

## 2-PLAYER

The initial temptation when you plug in two Controllers is to start duking it out immediately, but the two cooperative modes are just as fun.

### VERSUS

Slip into some bell-bottoms and get ready for a dusty duel in the Southwest. In Versus Mode, you and a friend fight to the finish, no holds barred.



The screen splits vertically and horizontally in Versus Mode, displaying the radar, health meters, and special weapons without obscuring any of the action.

### COOPERATIVE

In Cooperative Mode, you team up against a few rogue Coyotes. Resist the urge to blow your friend's back door off when the action intensifies.



Your weapons will cause just as much damage to your teammate as they do to the enemy, so make sure your aim is true.

### QUEST

In Quest Mode, you and a buddy try to join forces to complete either a Vigilante or a Coyote quest.



Designate one player as the defender of the objective while the other runs interference and guns down the enemy vehicles.

## 3-4 PLAYER

Plug in a couple more Controllers and relish Vigilante 8's three incredible blast-a-thons. Choose to play in teams or try the "every gamer for themselves" Brawl Mode, where double crossing can instigate cutthroat competitions.

### BRAWL

When you choose Brawl Mode, it's each gamer for himself. Race to nab the power-ups before your rivals can use them against you.



Vigilante 8 sports some of the best multiplayer action you'll ever see. Even though the screen splits into four windows, the frame rate is still smooth.

### TEAM

Divide into two teams and combat your rivals in Team Mode. Either gang up on individual cars or each take on another car.



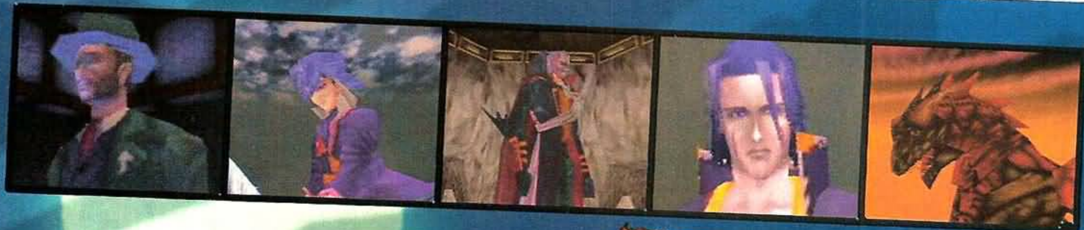
You must work together if you want to win in Team Mode. Share power-ups with your teammate to increase the potency of both vehicles.

### SMEAR

Three against one? Those are hardly fair odds, but in Smear Mode, successfully bucking the odds is the sweetest victory of all.



If you're the target, avoid corners and tight spaces. Enemies can zoom in from all sides and trap you in their crossfire.



# Castlevania®

## The Final Stages

This month, Nintendo Power takes you through the final stages of Castlevania, right up to the battle with Count Dracula himself. In order to reach the final stages, you'll have to play in Normal Mode rather than in Easy Mode. (In Easy Mode, the game ends prematurely, and you won't have to collect gold.) And now, if you're ready for the most horrifying journey in 3-D, let the end game commence!



## Castle Center: Carrie & Reinhardt

**The only difference between the quests of Carrie and Reinhardt through the Castle Center is at the very end. Unlike most of the levels, the Castle Center presents a carefully staged puzzle for you to solve. You must erase the great seal, reactivate the magic and defeat two boss enemies before moving on to the elevator. Minor puzzles and riddles also come into play during the course of your journey.**



### 1 Motorcycle Skeletons




**One solid hit will knock the biker off its vehicle. The bike will continue until it crashes and burns.**

### 2 The Room of Vampires




**Carrie's magic can dispatch the three vamps from the entryway. Reinhardt should use the Cross.**



**3 The Statue**



The angel statue weeps tears of blood in this unholy place.

**4 Blood Brother**



The puddle near the angel takes the form of an enemy.

**5 Flaming Lion Heads**



The glass knights are easy to destroy. They're a good source of red jewels.

After four bursts of flame, you can run or jump past the statues safely.

Magic Crystal

Bull Boss

Lizardman

Torture Chamber

Enter from Waterway

To Tower of Science/ Duel Tower



## 6 Key of Torture




The Lizardman will give you the key to the locked torture chamber on the ground floor where you'll find bottles of Mandragora.

## 7 Mandragora and the Chamber of Torture



The male vampire will attack first. A well-thrown vial of Holy Water will end his blood lust instantly. Avoid any bites to the neck!




The female vampire waits at the far end of the room. Again, Holy Water is the best weapon. If she bites you, she'll regain energy.




The Lizardman reveals the secrets of the explosive Nitro and the Madragora that ignites the blast.

## 8 Time to Blow Up the Wall




Return to the top of the Castle Center and place the Mandragora near the big crack in the wall.




Take a bottle of Nitro from the shelf. Once you have the Nitro, don't jump or you'll explode!



Set the Nitro beside the Mandragora. The cinema sequence will reveal a hidden entrance to the library.

## 9 A Secret Passage in the Library



Climb onto the bookcase with the Sun Card on top, then jump to the upper level of the library.



Stand on the trigger block to open the trap door in the ceiling, then do the same thing in the room above.

## 10 Erase the Great Seal




To align the celestial goddesses correctly, choose the 2nd, 4th and 8th planets.



The alignment eliminates the great seal on the cracked wall in the large arena chamber on the ground floor.



After the wall seal is gone, fetch a bottle of Nitro to place beside the giant crack in the wall.

## 11 Tiptoe Through the Gears



While carrying the Nitro, carefully negotiate the narrow walkway and enter the area of meshing gears.



Run between the corner spaces of the gears to avoid being crushed. You'll reach a ramp beyond the second gear.

## 12 The Magic Crystal

Once you free the magic from the giant crystal and reenter the arena, the demon bull will awaken from its sleep. Although it is very powerful and shoots flaming rays, you can stay out of trouble by circling behind it.



Blow up the wall and activate the magic in the crystal, then save your progress.



Stay close behind the beast. When it shoots fire, jump out of the way.



Use distance weapons whenever the bull is within range. Stay close to its rear legs.

## 13 Battles Before the Elevator

Depending on which hero you use, you'll fight either Rosa or Carrie's cousin before gaining access to the elevator. Neither battle is particularly difficult, but you should save your progress before leaving the bull's arena.



Carrie should dodge the triple shots of her cousin and strike back with her own magic.



It may pain Reinhardt to do so, but he should use his whip and the Cross when battling Rosa.



Once you destroy Rosa or Fernandez, your hero can take the elevator to the next stage.



# Tower of Science - Carrie

Filled with mechanical and electrical dangers that must seem very strange to our 19th century heroine, the Tower of Science is less dangerous than it seems at first. You can destroy some of the devices, such as the laser guns in the first hall, with just a few shots of magic. Use skillful jumps and well-timed maneuvers to avoid the other dangers. Good reflexes and a little practice should be all you need to get through this stage unscathed.

## 1 Shocking Devices and Lasers




On the platforms and conveyor belts, stay close to the wall and walk under the spark devices when they rise. Time your jumps carefully.




Destroy the lasers with a few shots of magic. Once they are gone, collect the keys and open the door to the exit.




## 2 Leaps of Faith



Although many of the jumps seem too long, Carrie can go the distance. Have faith.

## 3 Science Keys

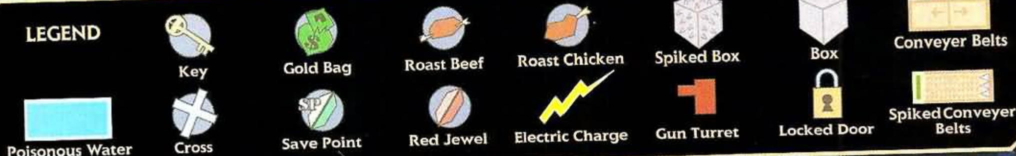



Science Key 2 is behind the middle door in the hall. The other two doors lead to traps.

## 4 The Invisible Bridge



Jump straight toward the torch and land on an invisible bridge, then reap your reward.





# Tower of Sorcery—Carrie

The most difficult series of jumps in the game lies ahead in the beautiful but perilous Tower of Sorcery. The icy ledges and crystal platforms are the home of strange ice people who suddenly take form from the frozen floors, but worse dangers await. Many of the crystal platforms appear only for a short time, and the consequences of missing any jump are dire since there is no bottom to the pit below. At the end of all this danger lies a still worse threat in the form of Actrise the witch.

**1 Ice People**




Standing several paces away from the melting marauders, fire magic shots as they take shape. Jump straight up if they return fire.

**2 Vanishing Platforms**



These cone-shaped platforms turn from pink to red then vanish. Watch the patterns and jump to each platform when it first appears.

**3 Save Point and Crystal Switches**



The first and only Save Point in this stage is just beyond the first series of vanishing platforms.

Activate the switches to raise two of the yellow crystal platforms. The platforms rise for a limited time.

The switch on the far platform may be hard to reach, but it raises the third yellow platform so you can continue.

**4 The Green Men-ice**




The menace is in the ice on the yellow platforms. Treat this green variety of ice man the same as you treated its blue kin.

**5 Yellow on the Rise**




After hitting the switch to make the yellow crystal rise, quickly jump back to that platform and onto the green crystal.




**LEGEND**

- Disappearing Platforms
- Rising and Falling Platforms
- Red Jewel
- Save Point





# Duel Tower—Reinhardt

The dreaded Duel Tower is home to a series of brutal bosses who want nothing more than to see Reinhardt fail in his test of skill and courage. Beware of the Minotaur in his lair. If you enter this arena and win, the roof will fall and crush Reinhardt. Instead, ignore this duel and head toward the exit. Along the way you'll face the Rockman in the final duel. Rotating blades, bottomless pits and sinking platforms also await you.

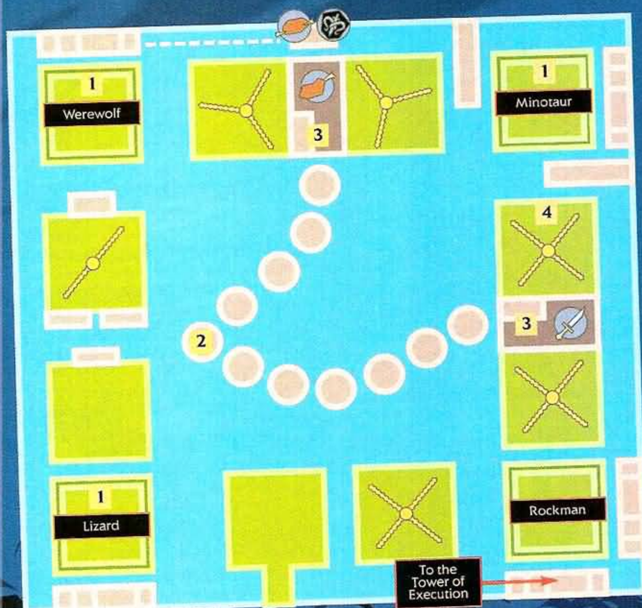
## 1 A Bevy of Bosses



Stay low using the Z Button and continually use your whip. The werewolf won't be able to trip you up or get many close attacks.



The quick lizard darts in faster than the eye can see, but it does little damage. Use the R Button to face your foe and use the whip.




## 2 Sinking Blocks



To reach the far side of the chamber, quickly jump from one platform to the next before they sink into the toxic pool.

## 3 The Path Below



Reinhardt must take the lower path. The ledges on the side of the tall platform beyond the werewolf battle are the only way down.

## 4 The Blades



Avoid the rotating blades by ducking and jumping. They are predictable but can cause problems during jumps. Use caution.

**LEGEND**


Power-up


Knife


Falling Ceilings


Roast Chicken


Roast Beef


Spinning Blades



# Tower of Execution---Reinhardt

Devices of terror to chill your blood provide most of the danger in the Tower of Execution. Giant blades, thrusting spikes, flaming dragon heads and a floor of bubbling lava all add to the horror. One of the most demanding feats involves jumping between moving platforms while Medusa heads float and bob toward Reinhardt. The toughest part of the stage may be at the final sliding platform on the third floor below position "C." Wait until it is fully extended before attempting to jump to the platform beyond.

### 1 Swinging Blades



The giant swinging blades are easy to avoid. Look at the shadows of Reinhardt and the blade on the ground to judge your position.

### 2 Sliding Platform



These platforms slip out of holes in the walls in sequences that give you barely enough time to reach the next platform.

### 3 Pop-up Spikes



The spikes pop out of the floor suddenly, but you can jump over them when they drop slowly into the floor again.

### 4 Execution Key



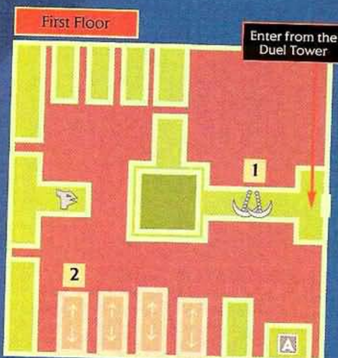

Whip the sarcophagus at the end of the platform to get the Execution Key. Use the key to reach the Special 2 item on the third floor.

### 5 Special 2




Unlock the gate on the third floor, then move to the end of the ledge and jump to the platform with the second Special item.

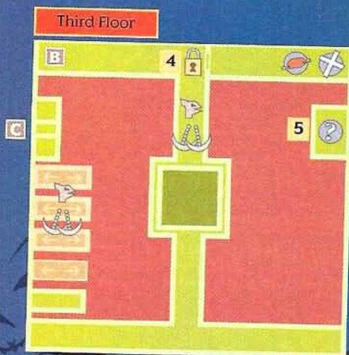
First Floor



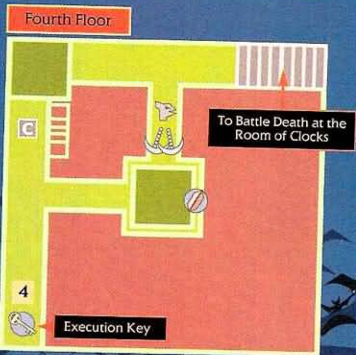

Second Floor




Third Floor




Fourth Floor






# Lightning-fast arcade-style action!

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WHEN EARTH IS ENDANGERED AND BABES NEED TO BE SAVED, ONE HERO CRAWLS OUT FROM THE SEAMY UNDERSIDE OF SOCIETY TO SLAP A LITTLE SENSE INTO THE FORCES OF CHAOS. THAT'S RIGHT, FRIENDS. THE DUKE IS BACK.





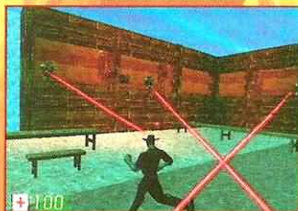

# DUKE NUKEM™ ZER:Ø H:ØUR

Duke Nukem's reputation precedes him like a bad smell. It's not surprising, since he thrives in the back alleys and sewers of a future that's just around the corner. It's not a pretty world, but GT Interactive's action thriller for the N64 leaves no dumpster unturned in its quest to create an awesome game. The graphics practically drip with slime. The action is nonstop. And there's more adventure packed into one stage of Zero Hour than most shooters spread through an entire game. Even the sound, music and Duke-isms dangle dangerously over the edge. Duke's Mature rating is well-deserved for all the blood and trash talk, not to mention the captive babes. But if you can stomach all that, Duke delivers the best action since GoldenEye 007.

**YOU DON'T NEED A LICENSE TO KILL TO SAVE THE WORLD. YOU JUST NEED A REALLY BIG GUN.**








# THE NEW DUKE

The development team at Eurocom has scored a major victory on virtually every front with Zero Hour. Duke himself steps into the slime-light for the first time as a visible hero. But that's just the most obvious change. The game play is deeper and more entertaining than in previous Duke Nukem games. There's also an extensive multiplayer mode.

## GET SOME PERSPECTIVE

### THIRD-PERSON PERFECT



First-person perspectives are okay for real life, but in a video game it's nice to see your hero on the screen in big, bold 3-D. In Zero Hour, Duke steps out in front where you get a good look at his moves. The shift in perspective also gives you a wider field of view—all the better for blasting alien scumbuckets.

### POLYGON POWER




Unlike Duke Nukem 64, Zero Hour features well-rounded characters and enemies. The 3-D polygonal models appear on-screen at any angle, and up to half a dozen enemies can attack at a time without slowing down the frame rate.




The first Duke Nukem game for the N64 employed 2-D spritesfor enemies, which limited the realistic appearance in the otherwise 3-D game environment. Duke himself might say, "The fatter the target, the better."

### EXPANDED GRAPHICS



Zero Hour will make use of the new N64 Expansion Pak to produce the highest resolution graphics setting for Zero Hour. But even without the Expansion Pak, this Duke has two settings for regular and middle resolution modes, and the game looks excellent. In high-res mode, Duke's graphics compare well to other enhanced modes such as Turok 2's high-res mode.

### LOTS OF FLASH



Lighting and effects go a long way toward creating the illusion of reality in 3-D games. The development team at Eurocom placed a heavy emphasis on interior and exterior lighting, including shadows and glows, to set the scenes in Zero Hour.



Lighting effects for weapon fire and warps also add to the flash and excitement of the game. Aside from looking great, these effects can give players visual clues about the location of and types of weapons the enemies are using.

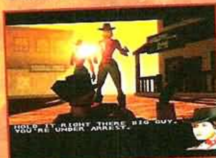
## BEYOND ACTION

### THE PLOT THICKENS



Duke Nukem has always been known for action, but in Zero Hour, along with all the gun-slinging, he encounters a real plot, lots of characters and multiple objectives. The plot involves aliens who seek to dominate earth by means of piecing together a time machine. Duke must travel to different periods of time to collect the pieces of the machine first.

### DUKE PLAYS WELL WITH OTHERS



In the past, Duke usually preferred to shoot everyone he met instead of talk to them. Perhaps he's mellowed with age, but in Zero Hour he can get downright chatty. Some of the characters reveal mission objectives while others help the plot progress.



Cinematic scenes add to the depth of the game and provide critical information at important stages. But many characters also have something to say in the midst of the action. Players should seek out clues from everyone they meet.

### OBJECTIVES SUSTAINED



One of the ways that Zero Hour creates depth of play is by piling on the objectives that Duke faces in every stage. In addition to destroying alien scum, he must rescue the "babes" and collect keys to progress from one area to another. That's just the start. Duke must also hunt for pieces of the time machine and collect other important items.

## THE GUN RACK



The assortment of weapons available to our hero has grown considerably since his last adventure. Each time period requires different weapons, of course, and other weapons such as the Freeze Thrower and Sniper Rifle add new dimensions to this one-man army. In addition to new destructive effects, the weapons feature unique sighting cursors.

THEY SAY THE CLOTHES MAKE THE MAN, BUT I SAY IT'S THE SIZE OF HIS POLYGON COUNT.





# DUKETALES



Some things never change, and sometimes that's a good thing. Most of the elements that gamers have come to love about Duke Nukem remain unchanged or just enhanced. Since this is an all-new adventure with an all-new plot and maps for the N64, Duke fans from other platforms won't want to miss it. Duke newbies won't know what hit them.

## SAME DUKE 'TUDE

### YOU KISS YOUR MOTHER WITH THAT MOUTH?




It's not just what Duke says that makes him the king of cool raunch. It's the timing and how he says it as he stands over a splattered alien carcass. If he were a stand-up comic, Duke would slay his audience and bring down the house with every line.



In Zero Hour, you'll find the Duke attitude everywhere you look—on signs, on posters, in graffiti. The attitude is the game, and it's one of the reasons it earned a Mature rating. If sarcasm and innuendo offend you, you'd better play blindfolded—or not at all.

## HAPPY RETURNS

### FAMOUS MOVES



If you've played a Duke Nukem game in the past, you won't have much trouble figuring out the basic tricks of getting around in these new worlds. One of the most important parts of the game is collecting keys that let you unlock new areas.



Using warp pads is another of Duke's methods of movement. These alien transporters instantly zap you to new locations. On the other hand, the aliens use them, too, to warp in to attack without warning.

### WHEN PIGS FLY!



These alien porkers may not be related to your breakfast bacon, but they return in Zero Hour just as foul and dangerous as they were in Duke Nukem 64. The troops appear in many forms, from the grunts on the street to the massive, stage-ending swine who provide the greatest challenges. These pigs are seriously armed and armored, but they're a bit weak in the head.

### HEY, DOGS DO IT!




When you're thirsty, you're thirsty. Duke doesn't mind taking a cool sip from the porcelain any more than he minds bashing in a soda machine for a refreshing cola. Who carries quarters when he's out to save the world anyhow? As in previous Duke games, virtually everything in the environment may have some hidden use. Check it all out.

## BEHIND CLOSED DOORS




Another time-honored Duke Nukem tradition lives on in Zero Hour—the tradition of hiding secret areas all over the place. Duke often finds valuable items or important passages by blasting inoffensive objects such as gratings, wall panels, windows and doors. Some areas are cleverly concealed behind angled walls. Search and destroy everything!

## BABE ALERT!



It may not be the most politically correct element of the game, but if Duke doesn't save the captive babes, who will? The alien pigs? Doubtful. So once again Duke must search high and low for these bikini-clad tokens of a Hollywood-dominated society and free them so they can take up new careers as corporate movers and shakers.

## IN THE BAG




Duke may seem to travel lightly, but he can carry a truckload around with him in his combat vest. The inventory includes weapons and special items, but you can't carry around some types of item for when you need them. You'll collect Medkits and ammo and put them to use immediately. Chances are, though, if an item shows up in inventory, it's important.

YOU NEED TO KNOW WHEN TO HOLD 'EM, KNOW WHEN TO FOLD 'EM, AND KNOW WHEN TO SPEW HOT LEAD.



## DUKE MULTITUDES



Let's face it. Everyone wants to be Duke. The best way to achieve that goal is in the multiplayer game mode. In Duke Nukem 64, players could go head-to-head in several arenas. Zero Hour features even more multiplayer action and more ways to humble your friends.

IMAGINE A FRIENDLY GAME OF TAG PLAYED WITH HEAT-SEEKING MISSILES. TALK ABOUT YOUR HOT ACTION.



# MORE NEW DUKES

At the time of this review, the final number of multiplayer arenas hadn't been decided, but the count was nearing a dozen. All the arenas and matches, however, feature customizable options and controls including the choice of horizontal or vertical screens in two-player mode and equal or full screen options in three-player mode.

## PUT UP YOUR DUKES

### DUKEMATCH

In the traditional multiplayer match in Duke Nukem games, each Duke is on his or her own, hunting down the best weapons and blowing away the opposition as frequently as possible. Frag counts or time periods limit the game and determine the winner.

### LAST MAN STANDING

There's only one goal in Last Man Standing matches, and that's to be the last Duke alive! When all the other players have been fragged, the final player wins. Finding a good hiding place or ambush point can give you the edge.

### KING OF THE HILL

King of the Hill is sort of like capture the flag scenarios in that you have to reach a target to win. You can frag your buddies all you want, but reaching the ultimate goal, or "the hill," is the only thing that really matters.

## WHERE THE ACTION IS

Not only do the arenas in Zero Hour look different and present many strategic options, but many of them have unique properties that make them special. The arenas that are noted here should all be in the final game, with a few extras possibly thrown in.

PERSONALLY, I DON'T TRUST ANYONE ANY FARTHER THAN I COULD SPIT A RAT.



### COOL AS ICE



Duke may be cool in Zero Hour, but this arena has been chilled to zero degrees. The icy floors carry your momentum with every movement. Aiming is difficult.

### SLIDERS



Like the dimensionally challenged TV show, the Sliders arena is filled with warps that shunt players from one location to another. Learn all the secrets.

### RED SECTOR



This area features multiple warps that carry you to different elevations throughout the arena. Look for a vantage above the action.

### HIVE 8



The distinctive look of the Hive 8 arena may remind you of the Alien films, but the real danger isn't from aliens but from enemy Dukes.

### MIND FUNK



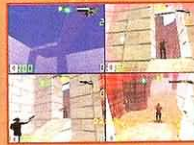
The optical illusions that create this arena may have you seeing double. Maybe those shades Duke wears are really 3-D glasses.

### ATOMIC



You're in a futuristic base with a high-tech arsenal scattered about and a bloodthirsty Duke clone chasing after you. What do you do? What do you do?

### ROCKY KNOLL



Canyons, cliffs, ramps and drop-offs make up the Rocky Knoll. Much of this area is outside with long vistas—the better to see your enemies at a distance.

### CHIMERA



This one is a dungeon maze. One of the options that may help you out is the radar. Although you won't see passages, you will see enemies.

### HIGH NOON



Taking a page from the Wild West stage of the game, High Noon is set in an old western town. Look for ladders and warps to get to the highest point.

### SEWERY THING



Deep in the sewers you may find weapons in some of the pools and a one-way ticket home in other poisonous ponds. Caution is the key word.

## EUROCOM SAYS...

We're still working hard on the Dukematch game, and obviously it's going to be an important part of the game. We want to get two-on-two deathmatches in, and four-way or two-on-two capture the flag, too. Then there are the weapons that appear only in Dukematch: you can drop bear traps for other players to run into, and there'll be a nasty time-warping weapon too. (That's a secret for now.) Oh, and as you work through the single-player game you'll get extra options and skins for Dukematches—currently there are 26 different characters you'll be able to choose from.



# DUKE IT OUT



Whether you play the adventure game or the multiplayer game, Duke Nukem: Zero Hour gives you one of the best arsenals in video games for duking it out. You can find many of the weapons only in particular areas or time periods, and all of them (except for your fists) require ammo of some type. You must reload some weapons manually, as well.



## M-80 BLASTER

This is the old standard for Duke Nukem. The M-80 Blaster is powered by Blaster Cells. It may not pack a huge punch, but you get a lot of shots, and the laser dot sighting cursor is easy to see.





## CLAW-12 SHOTGUN

The pump-action .12 gauge shotgun is devastating at close quarters, but it takes longer to fire repeatedly since it must be reloaded after every shot. It's another favorite from previous Duke episodes.





## MP-10 SMG

This little submachine gun gives Duke the ability to mow down an entire room full of enemies, particularly Pig Cops. If you find a second MP-10, Duke can fire both guns at the same time and at two targets.





## AGL-9 GRENADE LAUNCHER

The explosions look great, but this semi-automatic grenade spewer can be tricky to use. Grenades explode on contact with an enemy, but they'll also bounce off walls. They're great against zombies.





## PIPE BOMB

Thrown by hand and detonated by remote control, the Pipe Bomb is a great ambush weapon, particularly in multiplayer games. The explosion won't do much to Riot Pigs, but it'll cook zombies.





## BOMB

Back in the Victorian Age, mad bombers lit fuses and threw their burning emissaries with cries of, "Death to the fat queen!" Unlike the modern Pipe Bomb, the Victorian Bomb explodes after a set time.





## FREEZE THROWER

This is a new creation in Zero Hour that comes from the fiendish minds of the alien invaders. It freezes living enemies on contact. Flying foes will drop like stones. If you upgrade the Freeze Thrower, enemies will shatter when shot.





## PEACEKEEPER .45

This revolver was one of the guns that ruled the Old West. With just six cartridges in the magazine, it requires frequent reloading. Scumstopper magnum rounds will power up this pistol if you can find them.





## SAWED-OFF SHOTGUN

Two sawed-off .12 gauge barrels make for enough power to stop a rhino. The only problem is that you have to be in the enemy's face to hit it. You'll find this weapon in the post-apocalyptic stages.





## .30-.30 RIFLE

The .30-.30 replaces the SMG during the Wild West stages, and, although it's more powerful than the submachine gun, it has a slower rate of fire. The rifle is particularly effective against Pig Cops and Octabrains.





## RADIUM CYANIDE LAUNCHER

Based on the standard AGL-9 grenade launcher, this weapon fires poison gas cannisters. Once the gas cloud explodes, you can enter the area safely only when wearing a gas mask. It's useless against zombies and mechanicals.





## DYNAMITE

Like the Bomb in the Victorian period, the Dynamite replaces the Pipe Bomb in the Wild West. It, too, has a timed fuse that ignites the stick of explosive after a set time. Dynamite works well against zombies.





## TRIP BOMB

Laser beam trip wires activate the CTX-90 Trip Bomb. It's a wonderful ambush weapon in multiplayer games and particularly useful against slow-footed zombies, though less so vs. Riot Pigs.





## GATLING GUN

Although the Gatling Gun is a weapon of Victorian times, it is a powerful deterrent to staying alive. There are no power-ups for the Gatling Gun, but it injures all enemies equally.








### GAMMA CANNON

The powerful Gamma Cannon uses alien crystals to create deadly blasts of gamma radiation. It is a good weapon to use against all foes but particularly hazardous to lizard enemies.





### VOLT CANNON

The Voltaic Projector, a.k.a. the Volt Cannon, is a showpiece of Victorian technology. It is equally dangerous to all enemies, including mechanical drones, RPVs and Sentry Guns.





### HAVOC MULTI-LAUNCHER

One of the most powerful weapons wielded by Duke, the Multi-Launcher fires four minimissiles for each shot. Intelligent guidance systems seek out multiple targets when necessary. One shot will destroy most enemies.

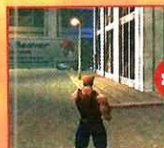




### BMF THUNDERSTRIKE

The BMF Thunderstrike is another high-tech weapon that leaves a wasteland of enemies in its wake. Powered by BMF Cells, the Thunderstrike is also known as the Lightning Gun.




x2

x4

x8


### .50 SNIPER RIFLE

The 8x sniper sight is just the most obvious reason to use this rifle. It has incredible range and can even pierce armor. The zoom function limits Duke's movements, so it is useful only at a distance.



## POWER TO THE WEAPONS

### DOUBLE TROUBLE



If you pick up a second weapon of the same type that Duke already holds, in many cases you'll double your firepower. Not only can you increase your rate of fire, but many guns will also fire at separate targets when Duke faces more than one enemy. Since enemies drop weapons, there's never a shortage of potential power-ups.

### AMMO UPGRADES




Many weapons gain power when Duke picks up special ammo. For example, Super Freeze Crystals not only freeze enemies when fired from the Freeze-thrower, they shatter the hapless foes. Other power-ups include the Havoc Multi-Launcher's heat-seeking missiles, Scumstopper Magnum rounds and the auto-loader for the shotgun.

## AIMING OPTIONS



Zero Hour uses nine separate aiming sights. Most guns use a sighting cursor of one sort that you control with the Control Stick. You'll throw other weapons such as Dynamite or Bombs using the Control Stick to choose the direction of the toss. While not as accurate as sighted shots, these weapons have wider ranges of destruction.

I ADVISE YOU TO TALK LOUDLY AND CARRY A BIG STICK WITH NUCLEAR DETONATORS.



## VIEWS TO A KILL

| | |
|---|---|
| LASER DOT: | BLASTER, REVOLVER |
| CROSSHAIRS: | RIFLE, GATLING GUN |
| BRACKETS: | VOLT CANNON |
| TRI-DOT: | SCATTER LASER, FREEZER |
| H: | HAVOC |
| NUKE ICON: | PLASMA CANNON |
| CIRCLE: | SHOTGUNS |
| STAR: | SMG |
| ANGLE DEPENDENT: | PIPEBOMB, DYNAMITE, BOMB, GRENADE LAUNCHER |

## HISTORICAL REALITY

### THE WILD WEST



When Duke warps back to the Wild West, he finds himself in a lawless land not unlike his own time, a place where real men rely on the quick draw to resolve even the most minor disputes. Many of the weapons have counterparts in the other time periods and equal power to cause damage to enemies.

### VICTORIAN ERA



Weapons such as the Bomb and Gatling Gun are surprisingly effective for their day and age. But some Victorian Era weapons are marvels of early technology. The Volt Cannon, while heavy and noisy, can be as devastating as modern cannons and launchers. Aliens in any time period had better watch their step.



# NUKEM GEAR



No man is an island, not even Duke Nukem. He'll take as much help as he can scrounge up. Fortunately for him, helpful items are scattered throughout the stages he visits. Some of the items are used immediately when picked up while others go into Duke's inventory, to be used only when necessary. Still other items can be used just once for a special purpose.



### MEDKIT

A Medkit allows Duke to heal 30 hit points instantly, but it can't be saved for use at a later time. Always keep on eye on the health indicator at the bottom of the screen to know when you should grab a Medkit.



### NIGHT VISION GOGGLES

The better to see victims with, the Night Vision Goggles turn night to day when Duke puts them on. They're particularly useful in the Nuclear Winter stage, but you will find places to use them almost everywhere.





### VITAMIN X

Increase Duke's foot speed for a limited time when you down a Vitamin X capsule. Use Vitamin X sparingly so that you'll have it when you need to get out of a bad situation quickly.



### ARMOR

Duke's designer body armor is a basic flak vest that protects the major organs from damage, at least for a while. Armor can take only so much abuse before it eventually wears out.



### ATOMIC HEALTH

Duke can boost his health by 50% regardless of his current health status. That means that if he is already at the maximum of 100 points, he can still boost it to 150.



### GAS MASK

The Gas Mask protects against toxic gas weapons and Spore Eggs. Once you don the mask, you'll have a limited time during which it is activated. You can also take off the mask to preserve some of its life.



### PROTECTIVE BOOTS

Radioactive Slime plays havoc with most footwear, but the thick-soled boots in Zero Hour keep your feet high, dry and out of the frying pan. The Nuclear Winter stage is a great place to use these boots.



### SCUBA GEAR

If you want to swim with the fishes, you've got to get wet. The Scuba Gear lets you swim underwater and reach areas that would be off limits otherwise.

## ITEMS OF THE TIMES

### THE WILD WEST



In the Wild West and Victorian time periods, all of the regular items appear, but in an appropriate form. Pipe Bombs become Dynamite sticks. Medkits become bottles of medicine. The Scuba Gear becomes an old diving helmet. Even the babes get an authentic old west twang when they talk.

### VICTORIAN ENGLAND



When Duke winds up in Victorian London, once again the items are altered to match the times. Foggy London town features more than a new set of weapons. You'll also find basic survival items that fit the period, such as the Doctor's Bag instead of Medkits and the breastplate from a suit of armor instead of the regular body armor.

## GET 'EM HERE



Some items can be found only in one area of the game and must be used in just one place, as well. For instance, the TNT in the Wild West requires several other items in order to detonate it. Duke must find a plunger box and fuse wire. Then he must locate the safe to blow up and use the items.

WHEN IN THE WEST, DO AS THE LOCALS DO. KEEP YOUR HEAD LOW AND STAY OFF THE STREET AT HIGH NOON.



## EUROCOM SAYS...

We wanted to escape from the old red key and red door idea, but we need to make it clear that this is a Duke Nukem game. Most things that get in Duke's way, he just blows away with a big gun. So in the Wild West you need to find the items to blast open a safe. Elsewhere you need to activate emergency power circuits, assemble satellite beacons and get lifts working. All these tasks need specific items.

# COOL HAND DUKE

No matter what time period you find yourself in, it's best to keep in mind some basic Duke Nukem survival skills. Below are ten of the top strategies for toasting the likes of Riot Pigs, drones, zombies and the rest of the menacing crew found in Zero Hour. Many of these techniques work equally well in the multiplayer games.

## STRAFING FOR SUCCESS



Running sideways and laying down a trail of blaster burns is one of the best techniques in Duke's bag of tricks. It's simple, too. Hold the left or right C Button to run, and pull the trigger to strafe.



Popping out from behind a wall or an obstruction, firing off a few friendly rounds, then stepping back behind cover is another surefire method to plug alien forces. It's just like strafing, but try not to waste ammo.

## MAKING HEADWAY



The highest percentage frag shot is almost always the head shot, because your alien foes haven't really come to grips with the novel concept of keeping their heads down. One shot is often all you'll need.

## TALK SOME TRASH



You may think that Duke is just bragging when he stands over a defeated pig and spouts some of his wry wit like a hawked loogey. Actually, the trash talk indicates that an enemy is finished and that you can stop shooting it.

## SHOOT WISELY



No weapon is right for every occasion. If you're close to an enemy, you'll want to choose a powerful, short-range gun like the shotgun. At long distances, you'll want the sniper rifle. Some weapons do more damage to particular enemies.

## CHECK IT OUT



Zero Hour is full of hidden areas, so you don't want to leave any rock unturned, any vent unblasted or any door unopened. Of course, sometimes a wall is just a wall, but it pays to be curious. Try to open or shoot everything.

## USE THE FISTS, DUKE



Perhaps the best way to preserve ammo is to use your fists to finish off an enemy. You must be close to your foe for fisticuffs to work. If you run out of ammo, fist-fighting will be your last means of defense.

## HEALTH CARE



Take care when taking Medkits to boost your health. Since a Medkit restores 30 health points, you wouldn't want to pick up a Medkit if you were at 90 points since you'd waste 20 points. Come back later when you really need the health.

## RELOAD REMINDER



Tap the B Button to reload your current weapon when no enemies are in sight. Some weapons, like those found in the Old West and Victorian England, require you to reload them. Modern weapons may reload automatically, but they may be slow.

## AN ITEM A DAY




Don't forget those useful items in your inventory, either. Some of them, such as the Gas Mask, may be just the thing to get Duke through a desperate situation. Others, such as the Scuba Gear, may be essential for exploring an area completely.



# A TIME FOR NUKES



The countdown to Zero Hour begins when Duke of the Future contacts Duke of the Present and gives him a mission to find the missing parts of H.G. Wells' time machine. Eurocom and GT Interactive are still finishing the game, so some of the areas described in the following section may change in the final game.

## PRESENT AND FUTURE

Duke's journey through time begins in his present during an invasion of alien scum. The back streets where you'll first find Duke are his old stomping grounds. Things are about to change dramatically for the worse, however. Before you know it, a nuclear war turns the world into a nuclear winter.

IF YOU WANT TO PLAY IN A NUCLEAR WINTER WONDERLAND, DON'T FORGET YOUR MITTENS, KIDS.



### 1. MEAN STREETS



Pig Cops and other aliens are invading the city while Duke searches for a ride to the Statue of Liberty. In the opening area, grab as many weapons and items as possible in this familiar setting. Stop in for a Dukeburger.



With the invasion of the pig forces, many of the streets will be blocked off. Duke will have to work his way through a maze that takes him through buildings, up ladders, over fences and through locked doors.

### 2. LIBERTY OR DEATH



The war seems to be centered on the Statue of Liberty, so that's where Duke turns his attention. The passages within the huge statue contain enemies and unseen hazards, including deep pools of water. The Scuba Gear comes in handy.



A system of catwalks and pits makes progress through the statue difficult. Watch the floor for missing pieces of the grating. In some cases, you'll have to jump into the water below to find important items.

### 3. NUKELEAR WINTER



After the bombs fall, the streets are covered in radioactive snow and ash. Buildings have toppled, and the people have turned into nuclear zombies bent on destruction. Many of the areas are familiar, but the old routes may no longer be open.

### 4. FALLOUT



The action gets down and dirty in the subways and sewers where alien beings have sought refuge from the nuclear winter above on the streets. In addition to lizards and mechanical drones, weird floating creatures lurk in this murky underworld.

### 5. UNDER SIEGE



Aliens have taken over this old military base. The tanks may not be operational anymore, but the newcomers have brought plenty of their own toys. The maze of tunnels and narrow canyons lead to a high-tech, restricted base far below the main level.

### 6. TANK HOG



The first boss in Zero Hour takes the form of a giant pig who drives around on a tank in a subterranean area full of ramps and multiple levels. Although it hogs the roadway, Duke should be able to pass the porker without much trouble.

## THE WILD WEST

After the horror of the post-apocalyptic scenes of New York, the dry, dusty heat of the Old West seems almost welcome. Unfortunately, the lizards and their allies are to be found here, as well. Even though the setting has changed, the drill remains the same. Search and destroy everything!

THE ONLY GOOD HOG HAS TWO WHEELS AND A HARLEY DAVIDSON LOGO ON THE TANK.



### 1. DRY TOWN



The empty streets at high noon seem to echo with the shots from dead men's guns. Duke may be the only man in town, but plenty of lizard warriors are waiting to ambush him from the windows and rooftops. Bust into the saloon and hotel and check upstairs and down.



Having a good time in this saloon means blasting at the lizards. After cleaning up the dance floor, explore the upper levels and rescue the western babes. As in all areas of Zero Hour, the Wild West has plenty of hidden areas. You should even try opening up the cupboards in the rooms. Also, keep a lookout for TNT and other special items.





## 2. JAIL BREAK



This jail is unlike any lockup you've ever seen in western movies. For one thing it's got a huge, alien security camera system that you can use to scope out the hazards. You won't get far unless you find the many keys required to escape.



The courtyard inside the main jailhouse is guarded by a watch tower with a laser-wielding guard. Lizards are everywhere, and all of them are waiting for you to make a move. It's a good place to practice your strafing technique.

## 3. THE RIVERBOAT



This riverboat has seen better days, but the lizards have decided to make it their base of operations anyhow. Duke will encounter armed lizard guards and the awesome power of two ion cannons on the prow.



Some areas of the huge ship require a security pass before Duke may enter. But the only pass required to go through most other areas is a hard head and plenty of ammo.

## 4. FORT NUKEM



Not every alien is armed with modern energy weapons. As you step into Fort Nukem, the first attack comes from a lizard firing old-fashioned cannonballs. After winding through a long series of canyons, you'll arrive at the fort.

## 5. PROBING THE DEPTHS



In this deep mine shaft, constant earthquakes and cave-ins make the Rumble Pak roar. The dim light conceals turns in the tunnels, but nothing can conceal the hatred in the eyes of the lizard miners as they attack in mine carts.

## 6. CYBORG SCORPION



The sting from this giant scorpion's tail will lay you out flat. Duke's second boss encounter takes place in a roughly round arena flanked with lava pools. The scorpion pivots in the middle to face you, firing particle beams with its stinger and other shots with its mechanical arms.

**IF THERE'S ONE THING I CAN'T STAND, IT'S A BUG SO BIG I CAN'T STOMP ON IT.**



# VICTORIAN ENGLAND

From the murderous streets of Whitechapel during Jack the Ripper's reign of terror to a giant Brain in a bottle, Duke faces horrors he never imagined when he steps back in time to not-so-merry old England. Things may look different, but they're just as dangerous as ever.

## 1. THE WHITECHAPEL KILLINGS



Zombies have taken over the foggy lanes of Whitechapel, making the haunts of the Ripper even riskier than usual. You'll have to use the proper anti-zombie weapons as you puzzle through the maze-like streets.



It isn't just the streets of Whitechapel that attract a tough crowd. The sewers, where Duke must also explore, have an equally foul reputation, and it's well deserved.

## 2. PLUG 'EM AND PLANT 'EM.



Lizards and zombies both inhabit the grisly graveyards of Old London Town. The winding passages in the crypts aren't easy to navigate, and you'll have to find keys to escape from this land of the dead.

## 3. HYDROGEN BOMB



The pigs are delivering a deadly cargo by zeppelin, but Duke is onboard the flying bomb, ready to save the day. In addition to foiling the pigs' plot, you'll have to rescue Victorian babes from burning bathrooms.

## 4. GOING DOWN



Amazingly, Duke finds himself aboard a doomed luxury liner bearing a striking resemblance to a famous sunken ship. The difference is that lizard and pig aliens, not to mention spiders and other evil critters, have overrun this titanic vessel.



The passageways of the ship contain endless doors. Duke must try them all. Behind some doors, you'll find that the aliens have even started to transform the ship into something quite different from a Victorian steamer.

**ICEBERGS ARE FOR WIMPS. TIME-TRAVELING, ALIEN SCUMBUCKETS ARE THE TRUE TEST OF A MAN'S METTLE.**





### 5. THE RACK

Entering to the fortress castle on the coast won't be easy. You'll begin the stage out in the water. Getting inside the stone walls seems like a re-moat chance indeed.



### 6. BRAIN IN A VAT

The final Victorian thrill comes inside the castle where you must reach the alien brain that runs the show in this period of history. A handy security monitor reveals the brain and other secrets of the alien fortress.

## TIME ZONE MIX-UP

The final three areas play havoc with time and your sensibilities. Duke will meet his future self then battle aliens in a final confrontation. At the time of this preview, these stages weren't complete, so we can't say much except that they take place in an altered present time.

ONLY PROFESSIONALS SHOULD ATTEMPT TO BOARD AND DESTROY ALIEN SPACESHIPS. PLEASE DON'T TRY THIS AT HOME.



### ALIEN MOTHER AND ZERO HOUR



The city is no longer a nuclear wasteland when Duke returns from the Victorian age, but something has changed, and something seems very wrong. Several major battles still lie ahead.



The Alien Mother stage takes place in the mother ship of the aliens. It is filled with living and mechanical guards, not to mention strange, alien decor. Just figuring out what is a door and what is a wall will be a challenge.

We're getting all the speech and mission objectives in now: there's a LOT of speech in Zero Hour. Duke has military officers guiding him through time, and there's a display unit you can call up to keep track of your progress through a level. Apart from defeating the aliens, Duke will have to hunt for the bits of an experimental time-travel machine that the army needs to develop its own machines. You find out how the thing was broken in the first place, and what Duke can do to fix it. There are the hidden levels, which may be familiar to movie-goers. We're going through the levels adding in even nastier bad guys, even more secret areas and those captive babes that Duke just loves to help out. The bosses keep getting bigger and meaner. Basically, we're busy making this the ultimate Duke Nukem game.

## EUROCOM SAYS...

## ZERØ HØUR

We were so taken with this latest Duke Nukem that we couldn't hold back coverage even one more month. But that isn't to say that we won't have strategic coverage down the road. GT Interactive and Eurocom should finish up Zero Hour by the time you read this article. That means the game should be available for sale by the middle of April. We expect changes in a number of areas, including more cool stuff in the multiplayer game, but Duke Nukem: Zero Hour is already one of the classiest shooters ever—and that's a compliment Duke himself can appreciate. And thanks to Bill Beacham of Eurocom for his insight into the game, and to the rest of the team that's doing such a great job.

I'VE ALWAYS BEEN A CLASSY GUY. I'VE JUST BEEN TRAPPED IN THE BODY OF A BRUTAL, TRIGGER-HAPPY SLEAZEBAG. HEY, YOU PLAY THE CARDS YOU'RE DEALT.



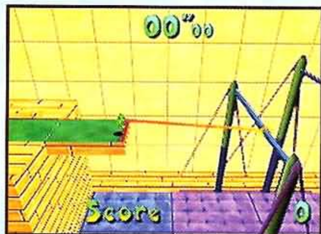
High Voltage Screaming Action

# Chameleon Twist 2™



## THE KARMIC CHAMELEONS ARE BACK FOR ANOTHER TONGUE-LASHING IN SUNSOFT'S CHAMELEON TWIST 2!

**A charming, color-changing chameleon clutches coins while crazy carnivorous contraptions chase him. Wow, even the story of Chameleon Twist 2 is a tongue twister! Along the way, collect coins and carrots to play clever minigames and earn cute costume changes of red, gold and green.**




Throughout Chameleon Twist 2, you must gather hard-to-reach carrots if you want to play a variety of fun minigames like gymnastics and bowling.

## Training Rooms

For a chameleon lost in the Lands of Wonder, every day is like survival. The quest is going to put your chameleon's tongue through the wringer, so try the training rooms to give that mouth muscle a workout. Only after you're comfortable with your licking skills should you set off for adventure. You can enter the training rooms during the game, but it's recommended that you master the rooms before setting out.




Room 1: Tongue 101. This tongue-and-groove joint will teach you how to lick your way across dangerous platforms. Later on, there's no blue mat to break your fall.

Room 2: Falling 101. Pop goes the parasol as you hop off the ledge. Hold down the Z Button to keep the chute open while gliding from balloon to balloon.

Room 3: Tongue 201. Start a tongue revolution! Use your licker to lash on to bars and flip your way from one side to the other.







# Stage 1 Sky Land

The way out of Sky Land is just a hop, skip and a slurp away! The floating platforms are hazardous to a reckless chameleon because, needless to say, the only way to go is down. Watch out for the deceiving appearance of your foes—the flowers and ladybugs in Sky Land are far from friendly. But if you keep your feet on the ground and your tongue in the clouds, you'll make it through just fine.

## Hidden Items



Somewhere over the rainbow you'll find a star waiting for you. Be careful not to slip, because Sunsoft didn't pack in a spatula.



The ladybugs sure do look tasty! Unleash your tongue and spear as many of the ladybugs as you can shove in your mouth. When others approach, spit the bugs at them one at a time with the Z Button or all at once with the B Button.



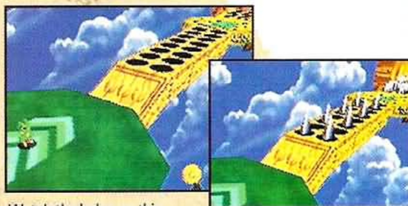
You can rely on your jumping prowess while you tilt at windmills, but a chameleon should always be safe rather than sorry. Use the parasol to break your fall.



The twirling leaves kick up a gust of wind to blow your lizard into the wild, blue yonder. Use your tongue to latch on to the poles and rainbows and slurp yourself to safety.



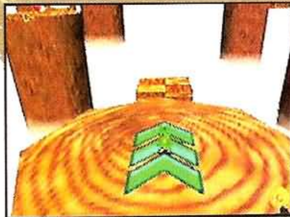
A dandelion guards the stairs. The steps will alternate between being level and slanted, but your feet have enough traction to run up the slope.



Watch the holes on this bridge for spikes. When you reach the center platform between the bridges, wait for another platform to slide beneath it. Ride that platform to a floating island of power-ups.



The skills you learned in Training Room 3 will help you lick these poles. Flip to next ledge to avoid falling.



First, take the right platform. From the second log, jump on the right pad. At the height of your ride, jump to the south and use the parasol to float to the third log. Take the right platform to exit the area.

## Mushroom Macarena



**When the mushroom with the maracas unleashes his tiny armies, suck them up and spit them back at the Portobello-faced brute.**

# Stage 2 Carnival Land

The circus is usually fun for all, but there's no time for clowning around. The high-flying action under this big top is sure to keep your chameleon on its toes. Be on the lookout for frenzied french fries, ice cream cones and other roustabouts that want to put an end to the greatest chameleon show on earth. The ringmaster is a bulging burger that thinks chameleons go best with ketchup and pickles.

## Hidden Items



The circus workers have hidden special items such as coins and hearts under awnings and high above castle walls.



Race across the teetering platform to reach the elusive coins perched on tall towers around the arena.



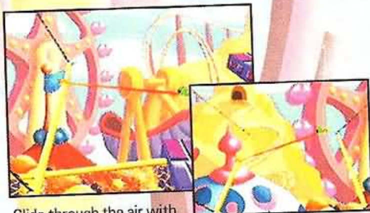
Those 2-D rabbits look a little suspicious. Suck up a few grilled octopus balls with your saliva sponge and spit them one by one at the hare-brained signs. The bunny billboards will topple over and form a bridge for you to jump across.



The Ferris wheels are treacherous to a gravity-bound chameleon. Use the parasol to float from car to car and collect the coin floating high above the third Ferris wheel.



The little chameleon that could needs to follow the train tracks to the very end where a carrot awaits.



Glide through the air with ease on the flying trapeze. Swing on to the first bar from a distance and use your tongue to grab the second trapeze. A coin is hidden below the far platform.



The rollers require a steady thumb. Hop on to the first roller and slowly walk in the opposite direction so you can stay on top. If you press too hard, you will fly into the oblivion.

## Big Mack



**This condiment-spewing burger eats chameleons with relish. Suck up a few miniburgers and spit them at the Big Kahuna.**





# Stage 3 Ice Land



Conventional wisdom states: Never, ever stick your tongue to a frozen pole. But you'll have to bend that unwritten rule a little if you want to survive Ice Land. Slick platforms can send you over the edge, so use poles to keep your footing. The final challenge is a wacky walrus with spiked wheels that wants to turn our hero into a chameleonsicle. Talk about your tongue depressors!

## Hidden Items



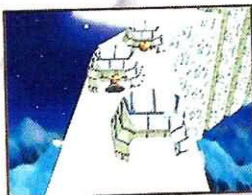
You will discover coins and hearts on top of the ski lifts. Take the time to go around the lift twice and collect everything.



Moving walls will push you into snowflakes. One touch from a flake will turn you into an ice cube.



You cannot continue until you have licked the four snowball kids. Give your tongue some torque and gulp down the kids' snowballs, then spit them back at the little nasties.



Use the igloos for shelter from the storm. Each igloo contains a special item to help you on your journey.





It's a hockey game, and guess who's the puck? A carrot is hidden behind the goalie's net.

## I Am The Walrus



Swallow the walrus's snowmen and belch them back at him. The walrus will motor after you, so keep moving!

## Plot Twists

The chameleon pals just keep twisting the night away! Beyond the frosty Ice Land, three more tough worlds await the frisky pack of tongue-lashers. Chameleon Twist 2 serves up just as much fun as the original adventure, but the improved visuals definitely make this outing sweeter on the tongue.

### Stage 4 Great Edo Land



Great Edo Land is a Kabuki-flavored romp through a Japanese town where a local bullfrog challenges you to a tongue-off.

### Stage 5 Toy Land



Toy Land unleashes a toy chest of surprises on the unwitting chameleons. Match wits with a pack of playthings!

### Stage 6 Pyramid Land



Pyramid Land is scary enough to send the chameleons running back to their mummies.

# California™ SPEED




**If the streets of San Francisco Rush and Cruis'n World merged, this would be the result. To prepare for it, stay ahead of the curve by filling your glove box with some L.A. confidential time-saving tips on conquering Cali.**

## California Here I Come

Though its name sounds suspiciously similar to "San Francisco Rush," California Speed isn't quite like its fellow Midway racer. With roadways devoid of Rush's trademark outrageous shortcuts and exploding cars, California Speed nevertheless tears up the Golden State's streets with larger-than-life courses and bizarre vehicles rolling through UFOs and underwater tunnels. And those alone could make Speed a California dream.





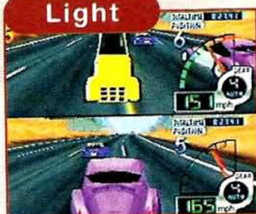





# To Live and Drive in L.A.

Do you know the way to San Jose? You'll find out soon enough if you undertake any of California Speed's five grueling series of race competitions. Each season is scored on the game's weekly basis (usually equivalent to a few courses), and you'll be disqualified from the series only if you fail to rank third or better overall for any week.

## Light







Compact cars, including the golf cart and forklift, are eligible to race in the Light Series, a multiweek championship that will take California speedsters across the state, beginning with the Silicon Valley course.

## State







In the State Series, you can race in almost any of the game's cars, regardless of classification. With the roads open to more vehicles, the series could curb any driver's dreams of snagging the Golden State gold.

## Sport








While the regular Single Race tracks take you from point A to point B, two looped tracks—Fuji and Clover—await in the Sport Series, a classification restricted to the sleeker cars and Mt. Dew pickup.

## California Cup







Up to two players can race simultaneously in any Single or Series Race, and the California Cup is the toughest of all, since you must place third or better in every race or you'll have your driving privileges revoked.

## Heavy







The Heavy Series weighs in with the special San Andreas course. And don't blame yourself if its broken roads make for cumbersome travel—it's either your heavy car's fault, the San Andreas fault or the asphalt.

ROAD CLOSED

# Go California Speed Racer, Go!

They say nobody walks in L.A., which is probably why California Speed rolls out a fleet of diverse vehicles to save you from your pedestrian ways. Falling into one of three categories, the cars each have a race series tailored to their class.

## Light

1. **INSECT** As cute as a bug, the Insect is one of the better balanced vehicles in the Light class.
2. **AMC 20** What the sporty compact lacks in acceleration, it makes up for in nimble handling and quick turning.
3. **GOLF CART** While it's speedier off road, the golf cart still putts along at a good pace on paved streets.
4. **SQUIRREL** As its name suggests, the hatchback has squirrelly steering, making it a prime candidate for roadkill.
5. **FORKLIFT** Surprisingly fast with tight cornering, the forklift is narrow enough to squeeze through packs of cars.
6. **HOPPER** The convertible Hopper is sluggish at the get-go, and its steering is quite sensitive to boot.
7. **FAIRCHILD** Its steering wheel is on the right like a U.K. car's, and its fine-tuned handling makes it a jolly ol' ride.


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## Sport

1. **SPORTSTER** Its license plate reads SPEED, and that's what the quick, but wobbly, car delivers.
2. **MUSCLE** The green, '70s Muscle machine shapes up when it exhibits its strengths of high speed and tight handling.
3. **486SE** Though it accelerates at a moderate rate, the 486SE can quickly cover lost ground with its high top speed.
4. **PREDATOR** With superb handling and an average speed hovering around 170 mph, the Predator is a car to be hunted.
5. **MANO** The sleekest of all the Sport cars, the Mano is also one of the fastest in the California Speed roster.
6. **FIVE OH** Good guys don't finish last. In the cop car, you'll easily overtake other cars and keep first place.
7. **MT. DEW** Do the Dew if it's handling you're after, because the truck sports grippy tires but moderate acceleration.


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## Heavy

1. **DOZER** You could seem asleep at the wheel in the Dozer, since the vehicle has trouble reaching speeds near 170 mph.
2. **CONVERT.** Fittingly souped up with fins, the convertible fishtails around corners but sails and accelerates swiftly.
3. **SLED** It's a lowrider, but that's all that ranks low. Its acceleration and handling rank somewhere in the middle.
4. **BAJA** Better for off-roading, the pickup will often play catch-up since it takes it a while to reach fourth gear.
5. **OL' TRUCK** The Baja's older relative, the Ol' Truck handles like it, too, with feebler controls and slower speeds.
6. **CAMPER** You'll have to switch to a higher viewpoint in the winnie, since its wide load will obstruct your sight.
7. **SEMI** The big rig starts off slow, but its rugged handling and off-road abilities will keep you truckin'.


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# The Road Rally through Cali

Single Race Mode features nearly a dozen one-way courses complete with oncoming traffic and the obvious tourist attractions. And while not every sight was made for racing, you'll find yourself blazing through malls and roller coasters.

## Monterey



Before you reach the beach, swerve left in front of the black-and-yellow signs to take a less scenic, but easier-to-navigate, detour.



Once you pass the second checkpoint on your detour, decelerate and turn sharply left to rejoin the other cars on the beachfront path.



The Monterey Aquarium's exit forks into two paths at the end of the glass tunnel. The left passage will give you the inside track.



The grassy greens are the golf cart's home turf, and the caddy car will pick up speed if you drive it on the well-manicured lawns.

## Silicon Valley



Take the 237 West exit (the first off-ramp to the right), then hang a 90-degree right at the intersection to take a backroad shortcut.



At the black-and-yellow sign, swerve left across the lawn, then veer left off the overpass when you reach another black-and-yellow sign.



In the final stretch, you'll roll into the psychedelic circuitry of a computer. Or could it be the set of an Intel commercial?



When you approach the circuit board's orange tunnels, plug into the one on the far left to stay on the inside of the upcoming curve.

## Highway 1



Highway 1 begins with a narrow straightaway, so choose a car with quick acceleration to edge past the pack and cut off the competition.



As soon as you emerge from the redwood forest, veer right to take the sandy off-ramp that leads to a shoreline shortcut.



While beachcombing, follow the tire tracks scarring the shortcut's sandy path that will eventually lead you back to the highway.



The poolside road will fork into a figure eight beyond the tree-lined gravel road. Follow one of the S-curves to avoid the water.

## San Francisco



Before starting, move the camera up so it's looking down on your car. This view will enable you to spot the gaps in the bridge at the beginning of the course.



To avoid hitting oncoming traffic, be prepared to swerve as soon as you recover from being launched by SF's hilly neighborhood streets.



Rather than plunging you into the Golden Gate Bridge's streets, the game sends you over the traffic—via the bridge's suspension cables.



California Speed puts the "Rapid" in Bay Area Rapid Transit. To keep your tunnel travel rapid, beware of oncoming BART subway cars.

## Central Valley



When the left shoulder's texture changes into a light-brown sandy surface, turn left to follow the grainy path through a barn-burning farmyard detour.



Beyond the train tracks the road bends left. Since you'll become airborne when you roll over the train crossing, steer left before launching so you'll land in line with the curving road.



Once your tires remeet the street after catching air from your jump off the railroad ramp, watch for the red barn. When you see it in the distance, the left fork shortcut will be near.




Like, gag me with a spoon! Your race in the Valley ends in a two-story mall, but you'll have no time to hang out, so save seconds by keeping your spree on the main floor only.

## San Diego



The opening stretch of highway curves, but you can cut a straight path under it by heading down the right off-ramp just past the twin domes to the right of the road.




Though it's called California Speed, the game will take you out of the state and into Mexico. After crossing the border, swerve left before passing under the green highway signs.



At the submarine, the road forks to flank the vessel's port and starboard sides. The left route is a bit out of the way, so cruise down the right path to shorten your travel time.



Pink roofed buildings line the snaking home stretch. To slither ahead, drive along the grassy shoulder to skim as close to the inside of the curve as possible.

## Santa Cruz



Santa Cruz is famous for its surfing, but in California Speed, it's known for having some of the game's sharpest turns. The first one lies at the edge of the city, so decelerate and turn right.



After the first 90-degree right, you'll eventually speed toward a black-and-yellow sign. Swerve right, then immediately swerve left to navigate the zag in the severe switchback.



The zigzagging boardwalk has one checkpoint only. Immediately after you cross it, be ready to hang a sharp right in front of the black-and-yellow signs pointing you back into town.



At the Santa Cruz Beach Boardwalk, your car will roll onto a roller coaster. Just don't throw your hands in the air when you scream "wheee"—you'll need them to steer on the twisting tracks.

## Los Angeles



The course forks near the starting line. If you exit onto the off-ramp at the right marked with the green Santa Monica/L.A. Airport sign, you can jet ahead of those who stick with the left path.



The happy-face sign at the Foxico gas station marks the entrance to the freeway at the top of the hill. When you merge onto it, cruise along the right upper path leading to the L.A. Airport.



When you race into the bed of the Los Angeles River a la Terminator 2, avoid driving in the middle where the pitted surface is filled with water. Instead, travel near the riverbed's walls.



Your tour of L.A. finishes in a Hollywood backlot, where soundstages and building facades line the main street. To wrap up the production quickly, cut across the right shoulder beyond Studio E.





## Mt. Shasta



After rounding the wide right turn of the opening stretch, pull into the left unpaved shoulder to take an off-road detour that will help you cut corners on Mt. Shasta's curving highway.



A straightaway leads you out from under the tiny stone overpass before the road begins to turn to the left. As you round the bend, head to the right shoulder for another off-road detour.



Inside the volcanic caverns of Mt. Shasta, the road will split into a left and a right path. Two black-and-yellow signs mark the fork, and you're better off swinging to the left when you reach it.



Why drive through a mountain? Because it's there. And to keep the inside line, cruise down the right path when the subterranean road forks a second time inside Mt. Shasta.

## Mojave Desert



After you've passed the California Speed billboards, your course will begin to curve to the left, but you'll be able to pull into a sandy and shorter detour on the right shoulder.



The driveway to Fort Mojave leads to a hill where helicopters hover nearby. When you land on the overpass they're anchored to, drive off the left edge to zip a shortcut through the base.



When your tires touch down after your plunge off the Fort Mojave overpass, you'll be able to keep or steal the lead by entering a tunnel that travels beneath the Mojave Desert.



The truth is out there: N64 game developers love to put Roswell aliens in their games. For a close encounter with some, probe the desert road to enter the flying saucer.

## Yosemite



Though it's discouraged in real life, driving on a national park's greenery is recommended in this game. Once the race begins, veer right onto the grass to make a beeline through the opening turn.



If you cut across the grass and turn widely, avoid getting entangled in a log jam by keeping an eye out for the log cabins lining Yosemite's parkway. Hitting one can stop you in your tracks.



Choose a vehicle that travels well on unpaved roads, since you can cut many of the course's corners by driving on the shoulders and rolling through the woods.



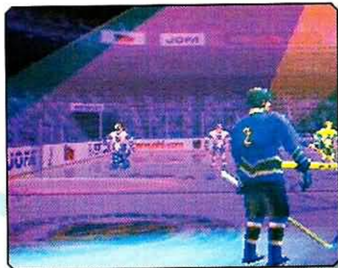
When you reach the zigzagging road that crosses the river, get your wheels wet to soak in a more manageable route. By following the river, you'll be able to cruise along a virtually straight path.



# NHL® BLADES OF STEEL® '99™



**Konami hasn't published a video hockey game for a Nintendo system since they released the original Blades of Steel for the NES back in 1988, but with NHL Blades of Steel '99 for the N64, they're making up for lost time in a big, big way!**



## BREAKING THE ICE

Konami may be the developer-come-lately to the N64 hockey party, but they'll have no trouble breaking the ice with NHL Blades of Steel '99. This game has everything you'd expect from a first-class hockey sim, including real NHL players and teams, four game modes for up to four players and 23 tweakable in-game options. Blades of Steel also boasts accurate, real-time commentary (what do you expect from the makers of the International Superstar Soccer series?) and realistic skating physics. While the play control does lean toward the sim side of the gaming spectrum, you can tweak Blades enough to suit both rookies and seasoned pros alike.











In Blades, the skating physics are a bit different from what you may find in more arcade-style hockey games. With the realistic physics, it takes time to build up speed, and you must work with your momentum to maneuver around the rink.





## COOL MODES

Besides challenging the computer on your own, you can play with or against other human players in any configuration, including two-on-two, three-on-one, four-against-the-computer and so on. You can choose sides before the opening face-off, and you can switch sides at any time. You also have your pick of four game modes, so there's no shortage of on-ice action.

### QUICK PLAY





If you want to skip all the fussing with options and just go straight to the good stuff, then the Quick Play Mode is for you. The computer always defaults to a one-player game in this mode, but you can pause and add in other players before the face-off.



### EXHIBITION

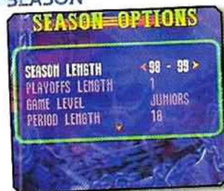


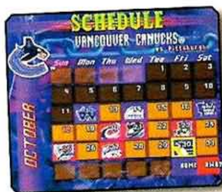




This is a standard, single-game challenge. You have access not only to all of the regular pro teams, but to the NHL North American and World All-Star squads as well. You can also use any of the Team Management options, which we'll explain in more detail later.

### SEASON




In this mode, you have a choice between a short, 26-game schedule, an 82-game season based on the actual '98-'99 NHL schedule, and an 82-game schedule that the computer generates at random. If coaching is more your thing, you can have the computer simulate any or all of your games for you, generating scores and stats based on the players, lines and strategies you select. Of course, the odds for a winning season are much better if you take direct control once in a while.

### PLAYOFFS

If you don't have time for an entire season, but you still want to savor the thrill of winning the Stanley Cup, then head for the Playoffs Mode. You can either use the teams from the '97-'98 playoffs or pick 16 squads of your own. In both Season and Playoffs Modes, you always have the chance to include up to four human players before any game begins. The computer can also simulate games in this mode, but that wouldn't be anywhere near as much fun, would it?






## ON AND OFF THE ICE

There are 23 in-game options that you can set and save to a Controller Pak, including five game speeds, five difficulty levels, multiple penalties and manual or automatic line changes. Between games, you can be coach and general manager, setting strategies, editing lines, trading players and drafting free agents. In a nod to fantasy league fans, there are no limits on trades or drafts, except that you must have a minimum of 18 players on your active roster.




When you change the Option settings, you have a chance to save them to a Controller Pak. If the Pak is plugged in when you turn on your game, your settings will load automatically.



There are seven camera angles, including two TV views, four sideline views and a behind-the-player view. The last one is the most difficult to use, but it puts you right in the action!




You can trade any player for any player, without restriction. If you're a stickler for realism, though, you can make up your own trading rules, perhaps based on player skill points.

## OFFENSIVE STRATEGY

Before or during a game, you can select two offensive strategies for your team to follow, one from the Even and one from the Power category. The Even strategy is used when both teams have an even number of players on the ice. The Power strategy comes into play when the other team is shorthanded because one or two of its players are in the penalty box.

### EVEN PLAYS

#### SET




The default Even play is the Set play. In the Set play, your forwards are not limited to specific zones. They improvise and try to take advantage of whatever is happening on the ice.

#### COMBINATION




In the Set Play, your forwards set up in specific spots then move around as they see fit. In the Combination strategy, your players can move around but tend to stay near their set-up points.

#### TRIANGLE




The Triangle strategy is designed to keep your center in the attack zone. The right and left wings hang back to intercept the puck then pass it up to the center for the shot.

#### SLOT PENETRATION




This play is much like a basic soccer play. The right or left wing brings the puck up the sideboard while the center comes up the middle. The wing then passes to the center for the shot.

### POWER PLAYS

#### UMBRELLA




In the Umbrella play, all players fan out around the rink. Whoever grabs the puck then charges to the goal to take the shot. Other players may also charge in to support the shooter.

#### COMBINATION




Combination works the same as an Even play and as a Power play, except as a Power play, the forwards are much more aggressive. The players are also a bit more likely to move around.

#### OVERLOAD




Overload plays the same as Slot Penetration, except that the wing goes in to support the center. If the goalie deflects the shot, the center and the wing can try to hit it on the rebound.

#### SHOOTING




With the Shooting play, anyone who picks up the puck tries to take a long-range slap shot. If you wish, you can plant yourself near the goal to pick up any deflected shots on the bounce.

## DEFENSIVE STRATEGY

Defensive strategies are also broken down into two categories, Even and Penalty Kill. Even is, of course, when both teams have the same number of players on the ice. In a Penalty Kill situation, your team is shorthanded because of penalties. There are minor and major penalties, each resulting in a different amount of penalty time.

### EVEN

#### ZONE




When the Zone play is called, each of your players patrols a specific area in front of your goal. This is a good strategy to use when you and your opponents are at about the same skill level.

#### BOX PLUS ONE




The Box Plus One play establishes one large, square zone in front of your goal. The wings and defenders each guard a corner of the box, while the center is free to roam anywhere inside it.

#### MAN TO MAN




With Man to Man, each player picks a specific opponent to guard. You can skate around the rink and lend a stick where needed, but remember that you're also leaving an opponent wide open.

#### POSITIONAL




The Positional strategy combines the Zone and Set plays. Each player starts out at a specific point, and though he can move to a different area, he'll return to his starting point.

### PENALTY KILL

#### DIAMOND




The Diamond play is the play to call when you're down by two men. This gives good defensive coverage along the sideboards and up the middle, making the best of a bad situation.

#### PASSIVE BOX




The Passive Box can be used when your opponent has a strong center but weak wings. When the center comes into your defensive zone, your players come together and focus on him.

#### POSITIONAL




This Positional play is the same as the previous one, except that the center is missing and presumed to be in the penalty box. If you're down by two players, you'd better pick a different play.

#### AGGRESSIVE BOX




The Aggressive Box can be used when your opponent has a weak center but strong wings. If the wings approach your defensive zone, your players fan out to the sideboards to intercept them.





## PRO TACTICS

Picking offensive and defensive strategies is obviously important, and you shouldn't hesitate to change them whenever the situation in your game changes. You should also pay attention to the many other tactics and options that are open to you, both on and off the ice. You never know what will give the edge in a game, in a season or in the playoffs!

### CONTROL YOURSELF



Learn how to control your players and make their momentum work for you, especially when checking your opponents or sweeping around the rear of their goal for a surprise shot.

### PASS THE PUCK



Hogging the puck won't get you anywhere, except maybe to the hospital after a few big checks. The AI in this game is quite good, and you can trust your teammates not to make huge mistakes.

### GET IN LINE



Having your line changes set on automatic is less of a hassle, but operating them manually gives you more strategic control, especially if you customize them for specific situations.

### FACE-OFF




In a face-off near your opponent's goal, try to pass and shoot as soon as the puck drops. On the lower difficulty levels, you can often score a quick-and-dirty goal this way.

### WRITE THOSE CHECKS




No one claims that hockey is a gentlemanly sport. Checking opponents is encouraged, but save the illegal ones for desperate situations. Don't send yourself to the penalty box needlessly.

### GOALIE ON THE GO



If your goalie has stopped a shot but is being crowded by opponents, press B to pick up the puck. Better to have a face-off than to risk trying to deflect another shot at close range.

### FRONT LINERS




Players are rated in six skill categories: Skate, Shot, Stick, Spirit, Fight and Stamina. Use these ratings to edit your lines and pick the best players for each position and play.

### TRADING UP




Even if you're a stickler for realism, take advantage of the liberal trade policy. Make that dream trade you've always wanted, then balance it by replacing or dropping other players.

### FREE OF CHARGE




Use 'em or lose 'em. Just because they're free agents doesn't mean they're second-rate. There are skilled veterans and promising rookies here, so sign 'em before someone else does.

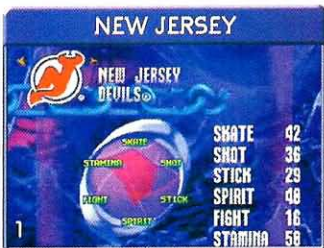


## TEAM BY TEAM

Like players, teams are also rated in six categories. Except for the All-Star squads, the teams are listed from best to worst by conference. Start in the top-left corner of the chart, then go down each column. While you can use these charts as guides, remember that any team can take the Stanley Cup with the right kind of playing and coaching.

## EASTERN CONFERENCE

### NEW JERSEY




### PITTSBURGH



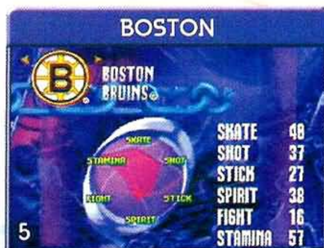

### PHILADELPHIA




### WASHINGTON




### BOSTON




### BUFFALO




### MONTREAL




### OTTAWA




### CAROLINA




### N.Y. ISLANDERS




### TORONTO




### N.Y. RANGERS




### FLORIDA




### TAMPA BAY







## WESTERN CONFERENCE

| # | Team | Skate | Shot | Stick | Spirit | Fight | Stamina |
|---|---|---|---|---|---|---|---|
| 1 | DALLAS (Dallas Stars) | 44 | 38 | 33 | 42 | 17 | 49 |
| 2 | DETROIT (Detroit Red Wings) | 45 | 39 | 31 | 41 | 18 | 54 |
| 3 | ST. LOUIS (St. Louis Blues) | 43 | 48 | 34 | 36 | 19 | 58 |
| 4 | COLORADO (Colorado Avalanche) | 46 | 41 | 25 | 32 | 24 | 46 |
| 5 | LOS ANGELES (Los Angeles Kings) | 47 | 43 | 31 | 41 | 18 | 53 |
| 6 | PHOENIX (Phoenix Coyotes) | 41 | 38 | 38 | 32 | 23 | 52 |
| 7 | EDMONTON (Edmonton Oilers) | 48 | 39 | 31 | 46 | 18 | 57 |
| 8 | SAN JOSE (San Jose Sharks) | 39 | 35 | 33 | 33 | 15 | 52 |
| 9 | CHICAGO (Chicago Blackhawks) | 44 | 37 | 34 | 39 | 24 | 52 |
| 10 | CALGARY (Calgary Flames) | 37 | 35 | 32 | 38 | 19 | 51 |
| 11 | ANAHEIM (Mighty Ducks of Anaheim) | 41 | 41 | 38 | 36 | 21 | 52 |
| 12 | VANCOUVER (Vancouver Canucks) | 58 | 39 | 32 | 43 | 23 | 55 |
| 13 | NASHVILLE (Nashville Predators) | 44 | 42 | 26 | 34 | 21 | 51 |
| | WORLD ALL-STARS | 54 | 44 | 38 | 34 | 13 | 61 |
| | N. AMERICAN ALL-STARS | 46 | 40 | 45 | 40 | 19 | 64 |

# RAMPAGE 2 UNIVERSAL TOUR™



A game doesn't need to be complicated to be good, and in the case of Midway's Rampage: Universal Tour, simplicity is bliss! Making like Godzilla and flattening a city is still fun, but this time the entire universe is on the menu and some new friends are joining you for dinner.

## STOP ME IF YOU HAVE HEARD THIS ONE BEFORE

The first Rampage was an arcade staple in the '80s. Featuring fantastic game play and a gallery of splendid characters, it pulled in quarters faster than George could crush a building. In Rampage: Universal Tour, the sequel to last year's popular World Tour, the same game play that made the original so great is back, but not only do you take on the universe after smashing earth into a pulp, this time you've got some new carnivorous colleagues along for the ride.









# YOU'RE GONNA NEED SOMEONE ON YOUR SIDE

Devouring the universe requires a healthy appetite, so you might want to bring along a few more mouths to help you with this smorgasbord. But if you're feeling gluttonous, the one-player mode is just as tasty.

## LOUDER THAN BOMBS



You need to crunch each stage before bombers arrive and blow everything up, but don't hesitate to enjoy a human or vehicular snack when the craving strikes.

## A PUSH AND A SHOVE



You can use your fists of fury on each other as well as the cities. If another monster is near a power-up that you're hungry for, knock 'em out of the way.

## PANIC



There is no "I" in team. To finish stages faster and reap big bonuses, work together to stomp each city into oblivion and leave the bickering to the humans.

# BIGMOUTH STRIKES AGAIN

Round up the usual suspects! Rampage's classic cast of characters is back for another loving spoonful, but this time, the roster is bolstered by the inclusion of some new mouths to bite the hand that feeds them. Choose the monster with the skills you need the most.



## RALPH




Teen wolf Ralph was a sweet and tender hooligan before undergoing his transformation. He may be fast, but he's not good with heights.

## GEORGE




Toxins returned this charming man to his evolutionary roots, and like his kingly kong cousins, he can climb buildings with expertise.

## LIZZY




Reptilian Lizzy can quickly ascend buildings, but her weak punches hinder her destructive capabilities and leave her green with envy.

## CURTIS




Buck-toothed Curtis can scramble around town with ease, but his punching skills can hardly put a dent in the local attractions.

## BORIS




This two-eyed, one-horned, purple people-eater sure looks strange! Boris's meathooks pack a punch, but his climbing skills are lacking.

## RUBY




Ruby's been known to get a little crabby when things don't go her way. She is the most well-rounded mutant, with equal skills in all departments.

## MYUKUS




Myukus may not be fast on his feet, but he can scale a building and knock it down with unequaled proficiency.

# THE END OF THE WORLD AS WE KNOW IT

Laying the planet to waste sure does work up an appetite. While you nibble fleeing humans, don't forget to pick up the belongings they leave behind. Most are worth points, but a few will either enhance your strength and stamina or extend your time.

| ITEM | VALUE |
|---|---|
| HOUR GLASS | EXTENDS TIME |
| BILLS | 100 pts. |
| CREDIT CARD | 1200 pts. |
| TEDDY BEAR | SECURITY BONUS |
| CHAIR | 100 pts. |
| CHAIR & DESK | 100 pts. |
| T.V. SYSTEM | 100 pts. |
| DOLLAR SYMBOL | 200 pts. |
| BOXING GLOVE | MORE STRENGTH |
| BED | 100 pts. |
| PIGGY BANK | 100 pts. |
| PURPLE CHAIR | 100 pts. |
| JUMBO JET | DROPS FOOD |
| TAN COUCH | 200 pts. |
| DOLL | SECURITY BONUS |
| STEREO SYSTEM | 800 pts. |

### CREDIT CARD



If you're playing for points, the credit card will be your most cherished prize. It's doubtful, though, that FEMA takes plastic.

### BOXING GLOVE



With hand in glove, you'll be temporarily granted supermutant strength. You'll feel the extra power surging through your veins as you ravage entire floors with a single blow.

# IT'S CLOBBERIN' TIME!

## LIVING IN AMERICA

Wouldn't the Space Needle, Empire State Building and Alamo make an excellent club sandwich? Stomp the amber waves of grain while tearing up America the beautiful.

### URBAN CHECKLIST

| | |
|---|---|
| SALT LAKE CITY | ST. LOUIS |
| DENVER | MIAMI |
| SEATTLE | BONUS ROUND |
| SAN FRANCISCO | ATLANTA |
| LOS ANGELES | CINCINNATI |
| BONUS ROUND | CLEVELAND |
| SAN DIEGO | CHICAGO |
| LAS VEGAS | PITTSBURGH |
| PHOENIX | BONUS ROUND |
| DALLAS | DETROIT |
| SAN ANTONIO | PHILADELPHIA |
| BONUS ROUND | BOSTON |
| HOUSTON | WASHINGTON D.C. |
| KANSAS CITY | BONUS ROUND |
| NEW ORLEANS | NEW YORK |



### SEATTLE



The Emerald City is a mere appetizer. While you climb buildings, don't forget to punch straight down and smash cars that drive by.

### BONUS ROUND



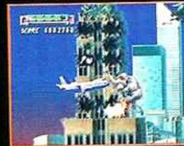
Earn power-ups in the bonus rounds by proving your monstrous might. Destroy as much of this building as possible before time's up.

### LAS VEGAS



The city of sin is about to be taught a lesson. Stand on top of Vegas resorts to bash copters out of the sky.

### NEW YORK



In New York, you are the king of the hill and top of the heap. Jumbo jets drop food when you flick them to the ground.





# PANIC ON THE STREETS OF LONDON

Ever since that jolly monkey George swallowed Big Ben, the English have no idea when it's tea time. Even with mutants mucking about and making a bloody mess, the English have a place in their hearts for tradition. Take in the sights of England, France and the rest of Europe on a field trip they won't forget.

## URBAN CHECKLIST

- MADRID
- BARCELONA
- MONTE CARLO
- GENEVA
- BRUSSELS
- BONUS ROUND
- PARIS
- LUXEMBOURG
- AMSTERDAM
- HAMBURG
- FRANKFURT
- BONUS ROUND
- MUNICH
- ZURICH
- FLORENCE
- ROME
- ATHENS
- BONUS ROUND
- VIENNA
- PRAGUE
- WARSAW
- BERLIN
- COPENHAGEN
- BONUS ROUND
- STOCKHOLM
- EDINBURGH
- DUBLIN
- MANCHESTER
- BONUS ROUND
- LONDON

### MADRID



It's easy to fall in love in Madrid. It's also easy to swat buses off the streets and rack up bonus points.

### PARIS



Tourism is France's biggest industry. Your Tour de France, though, doesn't leave much for the other sightseers to gawk at.

### BONUS ROUND



Take a flying leap off the top of a building and flap your arms like mad in an effort to reach the farthest platform for bonus points.

### LONDON



London Bridge is falling down, but you are definitely no fair lady. Kick at the base of buildings to weaken their structure.




# BIG IN JAPAN

Godzilla's a pretty tough act to follow, but Lizzy and Co. have the skills to make a similar splash in Tokyo. Warm up your stomping feet with a tour through the rest of Asia. Put the "kong" in Hong Kong, the "bang" in Bangkok and while you're at it, why not leave a Shanghai surprise?

## URBAN CHECKLIST

- BEIJING
- PYONGYANG
- SEOUL
- SHANGHAI
- HONG KONG
- BONUS ROUND
- TAIPEI
- KAOSHIUNG
- GUANGZHOU
- HANOI
- RANGOON
- BONUS ROUND
- BANGKOK
- PHANOM PENH
- KUALA LUMPUR
- SINGAPORE
- JAKARTA
- BONUS ROUND
- BRUNEI
- MANILA
- FUKUOKA
- OSAKA
- YOKOHAMA
- BONUS ROUND
- KOBE
- NAGANO
- SAPPORO
- SENDAI
- BONUS ROUND
- TOKYO

### HONG KONG



You'll get quite a jolt if you punch an electric sign, so be careful what you whack.

### BANGKOK



Pesky helicopters and airplanes will buzz overhead. A quick swipe will bounce them to the ground.

### NAGANO



Stand on top of buildings and press Down while jumping to destroy entire floors. You will sacrifice whatever goodies are inside, though.

### TOKYO



Pilots make pretty sidewalk art if you tag their parachutes while they float by. Scrape them off the ground for extra health.



# THE LAST OF THE FAMOUS INTERNATIONAL PLAYBOYS

If you're in the mood for a little international cuisine, you're in luck. Rampage allows you to revive that old jet-setting lifestyle and see the world, sampling its many fine foods along the way: Frenchmen, Russians, Canadians and Hawaiians.

## URBAN CHECKLIST

| | |
|---|---|
| DELI | NAIROBI |
| PERTH | ABU DHABI |
| MELBOURNE | BONUS |
| SYDNEY | CAIRO |
| HONOLULU | MOSCOW |
| BONUS | HELSINKI |
| MEXICO CITY | ISTANBUL |
| HAVANA | LISBON |
| PANAMA CITY | BONUS |
| CARACAS | TORONTO |
| LIMA | CALGARY |
| BONUS | ANCHORAGE |
| BUENOS AIRES | VANCOUVER |
| RIO DE JANEIRO | BONUS |
| JOHANNESBURG | AREA 51 |



### SYDNEY



It's time to plunder Down Under! Use your fists to smash the short buildings. If you jump on them, the girders will bounce you into the sky.

### MEXICO CITY



Mexico City is full of crunchies and munchies. The skyscrapers contain the most items, so smash them first.

### VANCOUVER



Get your dinner to go. If you're low on health, take a moment to chase down scurrying humans.

### AREA 51



Alien defenses are strong is this fabled military installment. Eliminate them as quickly as possible.




# INTERGALACTIC PLANETARY

Even the entire world isn't enough to satisfy George and his B-movie cohorts. Earth was a mere appetizer. It's time to move on to the buffet: the universe. Once they trounce the Solar System, the ragtag band of mutants shoves off to dine on the rest of the cosmos.



## URBAN CHECKLIST

| | |
|---|---|
| MOON | ORAPHEUS |
| MERCURY | SKINSONATI |
| VENUS | BONUS ROUND |
| MARS | LES VEEGES |
| PHOBOS | HOUSTEENK |
| BONUS ROUND | CORNHOLEANS |
| SATURN | SPAMBURGH |
| 10 | URANELPHIA |
| EUROPA | BONUS ROUND |
| NEPTUNE | NEWD YOKE |
| JUPITER | GARKENSLAW |
| BONUS ROUND | HELSINKI |
| HALLEY'S COMET | YOKOHAMA |
| URANUS | BONUS ROUND |
| PLUTO | FLACHULAS |

### MARS




You'll enjoy eating Mars, all the way down to its creamy nougat center. Watch out for space cruisers on bombing runs.

### JUPITER



The metropolises of the cosmos crumble in the exact same way that earth's cities do. And those little green men give you just as much health.

### LES VEGEES



Planetary defenders are stronger than those on earth. If you ignore them, their superior firepower will wear you down quickly.

### FLACHULAS



Flachulas is the final stop on your universal tour. Who knows what will happen when you crush it.

# MAGICAL TETRIS CHALLENGE™

**COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE, OUTRAGEOUSLY MICKEY!**

2 modes of play: Magical Tetris and Classic Up/Down Tetris

You are up to something again, aren't you?

Uncover different story lines featuring Mickey, Minnie, Goofy or Donald

Experience progressive stories or go head-to-head against a friend

Two classics, together for the first time. The beloved cast of Disney® characters enter the magical world of Tetris®, the worlds' most addictive puzzle game, to challenge your mind. It's deceptively simple... just put the falling blocks into place as they fall. Play as Mickey, Minnie, Goofy or Donald as the mysterious story behind the Magical Tetris Gem unfolds. Battle Pete, Weasel, the Big Bad Wolf...*and* relentless falling blocks to score Tetris wins!




**CAPCOM**

www.capcom.com

**Just as the NBA jumps into action, Game Boy Color goes for two of its own: NBA In the Zone and NBA Jam '99. And now, Power gives you the scoop on which one of these dueling b-ballers delivers the goods.**

# NBA ONE-ON-ONE

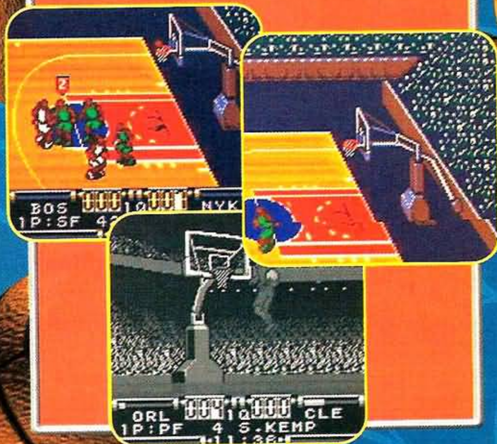
## NBA IN THE ZONE™

## NBA JAM 99™



Konami's NBA In the Zone emphasizes realism, which automatically sets it apart from the arcade-ish feel of the NBA Jam series. Basketball simulations on the Game Boy are few, but In the Zone raises the bar on what is to be expected from any future contenders. Its winning animations and natural control make it the superior choice for handheld basketball fans.

After a more sim-like appearance on the N64, Acclaim's NBA Jam '99 returns to its flashy coin-op roots on Game Boy Color. All the jazzy power-ups and blazing hoop antics are back, and they seem to be in good form. Jam, like In the Zone, can be played on a black and white Game Boy, but the dark graphic display makes for a frustrating basketball experience.








# FULL-COURT SHINE

## IN THE ZONE

In the Zone serves up the better graphics of the dueling dribblers. While the players may be faceless, they still accurately portray human movement. Zone managed to squeeze in every team's home court, so it looks like you're actually playing in the appropriate arena. The colors are bright and crisp, but when the action gets furious, it's easy to lose track of the ball or the player you are controlling.






## NBA JAM '99

NBA Jam's pixelated hoopsters are just as generic in appearance, but they lack the animation of Zone's players. All of Jam's games are played on the same court, which adds to the static feel of the game. With only four players on the court, however, it is easy to keep your eye on the ball (Jam's ball is colored bright orange as opposed to Zone's brownish sphere) and the player who is dribbling it.





# HOW THE GAME IS PLAYED

## IN THE ZONE

### Five-on-Five Simulation

In the Zone strives for realistic basketball action by plunking you in the middle of frenetic five-on-five simulation play. Zone allows you to choose five players from a 12-man roster, giving you the freedom to storm the opposition with a winning combination of skill and grace.







## NBA JAM '99

### Two-on-Two Arcade Style

NBA Jam's patented two-on-two action provides a more arcade-style feel. You can choose your two shooters from a five-man roster, featuring the best of each NBA team. The simple game play mechanics allow you freedom from having to manage an entire team, letting you concentrate on what's really important: stuffing the ball through the hoop.





# MODES, GLORIOUS MODES

## IN THE ZONE

### Exhibition

Test out your hightops in Exhibition Mode, a one-night only game that lets you choose your opponent and hit the court. Exhibition games have no effect on your seasonal standing.




### Season

Basketball madness ensues when you begin a full season of play. Every jump shot, dunk and foul matters as you fight your way through the season in a valiant attempt to reach the playoffs. Plow the competition with moves you perfected while playing an Exhibition game. Playing a full season takes a long time; fortunately In The Zone sports a Save feature that lets you return to play in midseason.






### Playoffs

You don't have the patience to sit through a season? Playoff Mode slam dunks you into the first round of an accurate representation of the playoffs, where glory is only a few games away.




### VS/Game Link

Zone's best feature is that it lets you link up with another Game Boy Color and pound the court head to head. Human competition is always more exciting than matches against the computer.




## NBA JAM '99

### Head to Head

Head to Head in NBA Jam is much like In the Zone's Exhibition Mode. Instead of playing an entire season, you can enjoy a quick basketball fix with a single Jam season.




### Season

Season play is almost the same in both titles, with differences in three areas. After the schedule appears and shows you how far you are into the season, Jam displays which players you are about to go up against. While the two seasons include the same number of games, Jam seasons don't feel as long because of the brevity of each individual game. Also, Jam uses a Password feature to track your progress.







### Playoffs

Jam's playoffs are set up exactly like In the Zone's. Instead of dribbling through an entire season, you begin at the first round of the championship and dunk your way to the finals.




### Practice

Jam rebounds from the lack of a Versus Mode by offering Practice Mode, so you can get the hang of its fast-paced arcade style without the hassle of keeping the ball away from the competition.



# DOWNTOWN OPTIONS

## IN THE ZONE

### Game and Rule Configuration







In the Zone gives the player complete control over almost every aspect of the game, from the level of difficulty to the length of the each quarter. You can disable those pesky violations and turn off Zone's fantastic dunk demos. You can even reconfigure the number of games played in a season. Other options allow you to manipulate the shot clock and the number of games in the playoffs.

### Home Advantage and Dunk Demo







One of Zone's most interesting features is Home Advantage. It's almost expected in basketball that playing in your home court gives you an edge over the competition. Zone addresses this aspect of basketball mythology in Options. You will notice a slight increase in your team's court skills at home. The Dunk Demo offers sweet close-ups of high-flying dunks.

## NBA JAM '99

### Hot Spots and Power-ups







Jam's Options screen gives you the ability to add some interest with Hot Spots and Power-ups. Hot Spots are colored circles on the court that award bonus points when you shoot from them. If you activate Power-ups, tiny icons will randomly appear on the floor from time to time, giving you increased dunk ability, unlimited turbo and more! Power-ups may detract from the idea of fair play, but they bolster Jam's over-the-top feel.

### Juice Mode



Turn up the juice and increase everybody's speed on the court. Hitting turbo while fully juiced will blast your player across the court. You'll be able to jam before the other team has time to blink.

### Drone Skill and CPU Strategies






Changing the Drone Skill will affect the intelligence of your opponents. Leave their skills at one and run 'em over like a steamroller, or try to fend off an opponent at level five. You can configure the CPU's strategy so it approaches the game in different ways. Select from strong or mild defense, strong or mild offense, and balanced game play. Choose random if you want a surprise at tip-off.

# WHAT A MATCHUP!

Here are last year's top five teams from each Conference. The left column shows which hoopsters will increase your team's victory potential for NBA In the Zone, while the right column shows which pairing really knows how to Jam.



| IN THE ZONE | NBA JAM '99 |
|---|---|

## EASTERN CONFERENCE

### CHICAGO BULLS



Sorry, no Jordan here, but Pippen, Rodman and Longley make a pretty potent combination on the court.



Pippen and Kerr are a couple of Bulls that perfectly complement each other. Now all that's missing is a china shop.



### MIAMI HEAT



Your competition will feel the heat if you add a blazing Hardaway, Mashburn and Brown to the mix.



The action is hot if you pair up Hardaway and Barry for a little jam time. If you can't stand the heat, get out of the kitchen!



### INDIANA PACERS



The opposition will have a hard time keeping pace with Indiana's high-speed Smits, Mullin and Jackson.



Indiana's rabid fans haven't seen court skills like those of Miller and Smits for years. They really tear up the court!



### CHARLOTTE HORNETS



Wesley, Rice and Phills of the Hornets will sting the competition with impressive defensive skills.



That buzzing in your opponent's ears is Rice and Wesley flying to the basket for an easy two points.



### ATLANTA HAWKS



The Hawks will fly like eagles if you make sure Mutombo, Laettner and Corbin are in the starting lineup.



Swooping down to catch the competition are Smith and Mutombo, the Hawks' strongest contenders.



## WESTERN CONFERENCE

### UTAH JAZZ



The Jazz will dance to the sweet song of victory as long as Malone, Stockton and Ostertag are out jamming on the court.



Malone and Stockton will jam to the sound of victory if you use their dunk skills to smash the competition.



### SEATTLE SUPERSONICS



Imagine the sonic boom created by Payton and Baker. Toss in Schrempf and you'll have Seattle's best offense.



The Emerald City's skillful Payton and Baker work together as a lean, mean, slam-dunkin' machine.



### LOS ANGELES LAKERS



Los Angeles will quake to the rumble of O'Neal, Fox, Fisher and Horry hitting the floor. It's showtime!



Towering O'Neal can block shots with ease while Jones grabs the rebound and takes it to the hoop for two.



### PHOENIX SUNS



There will be no ashes for the Suns to rise from as long as Robinson, Kidd, McDyess and McCloud make the scene.



The sun always shines on crafty Kidd and McDyess. Their basketball skills are practically unmatched.



### SAN ANTONIO SPURS



The Spurs will roar into action when Robins on, Elliot and Del Negro crash the arena. Ride 'em, cowboy!



Dunkin' Duncan and fleet-footed Robinson will lead the Spurs straight through the season and on to the finals.





1080° SNOWBOARDING


ALL-STAR BASEBALL '99



NFL BLITZ



BOMBERMAN HERO


WIPEOUT 64

# 1998 NINTENDO POWER® AWARDS

# NOMINATIONS

**Though we're already a few months into 1999, we're not ready to forget 1998. In our annual look back, we've nominated Nintendo's best of '98. Now it's your turn to make the final decision by voting.**



## AND THE 1998 NINTENDO POWER AWARD NOMINEES ARE...

Last year belonged to The Legend of Zelda: Ocarina of Time, which has nabbed a nomination in almost every one of our NP Award categories. But don't vote for it just because it's your favorite game–give each nominee a fair shake and judge the categories separately. As amazing as Zelda is, is its music as catchy as Buck Bumble's? Is the game as inventive as the Game Boy Camera? You tell us. Vote and let us know.


THE LEGEND OF ZELDA: OCARINA OF TIME

RUSH 2


F-1 WORLD GRAND PRIX


FIGHTER'S DESTINY


FORSAKEN 64


BODY HARVEST



BUST-A-MOVE 2


CHOPPER ATTACK


DEADLY ARTS


EXTREME-G 2


SNOWBOARD KIDS

## AS GOOD AS IT GETS

Not every N64 game, Game Boy game or accessory could get nominated, but when you vote in the Power Awards' most esteemed category, you're free to determine the cream of the crop by choosing any five 1998 releases—even if they didn't win any nominations from us.

### A. BEST RELEASE OF 1998

**To vote, pick five selections from the "1998 Releases" section of the game list on page 129, then write their item numbers on the Player's Poll Card ballot.**


SPACE STATION SILICON VALLEY

## ALL THAT'S FIT TO PRINT

"Author! Author!" you exclaim as a game's plot thickens to draw you deeper into the experience. Without a strong story, a game has little direction, and the gamer has little motivation. Which tale would you most want to curl up with?

### B. BEST STORY

1. **Banjo-Kazooie** (N64)
2. **Body Harvest** (N64)
3. **The Legend of Zelda: Ocarina of Time** (N64)
4. **Mission: Impossible** (N64)
5. **Pokémon** (Game Boy)
6. **Quest 64** (N64)
7. **Space Station Silicon Valley** (N64)
8. **Star Wars: Rogue Squadron** (N64)
9. **Turok 2: Seeds of Evil** (N64)

## LOOKS AREN'T EVERYTHING, BUT THEY SURE HELP

The N64 Expansion Pak helped make the graphics of two nominees even easier on the eyes, but all of the titles deserve a good look. Since there's no personality category, we'll let you be superficial this time by letting you vote for the prettiest game.

### C. BEST GRAPHICS

1. **Banjo-Kazooie** (N64)
2. **The Legend of Zelda: Ocarina of Time** (N64)
3. **Madden NFL '99** (N64)
4. **NFL Quarterback Club '99** (N64)
5. **Star Wars: Rogue Squadron** (N64)
6. **1080° Snowboarding** (N64)
7. **Turok 2: Seeds of Evil** (N64)
8. **WWF War Zone** (N64)
9. **Yoshi's Story** (N64)

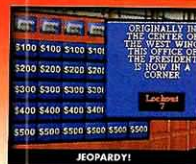

GAME & WATCH GALLERY 2


STAR SOLDIER


GT 64: CHAMPIONSHIP EDITION


IGGY'S RECKIN' BALLS


BIOFREAKS


JEOPARDY!


RAMPAGE WORLD TOUR



LEGEND OF THE RIVER KING


KOBE BRYANT IN NBA COURTSIDE


MAUI MALLARD IN COLD SHADOW

## THE VIDEO GAME VANGUARD

Ingenuity and originality pave the way for better things to come. Whether it's a new take on racing, photography or exploration, all of '98's visionary entries have not only paved the way, they've practically reinvented the asphalt.

### D. MOST INNOVATIVE

1. **Banjo-Kazooie** (N64)
2. **Body Harvest** (N64)
3. **Game Boy Camera**
4. **Glover** (N64)
5. **Iggy's Reckin' Balls** (N64)
6. **The Legend of Zelda: Ocarina of Time** (N64)
7. **Pokémon** (Game Boy)
8. **Space Station Silicon Valley** (N64)
9. **Wetrix** (N64)

## IF I HAD A RADIO STATION, THIS WOULD BE #1

Some games make you thankful TVs have a mute button, while others make you wish the volume knob could go to 11. From their symphonic swells to drum-and-bass loops to rock tracks with vocals, the nominations will be music to your ears.

### E. BEST MUSIC

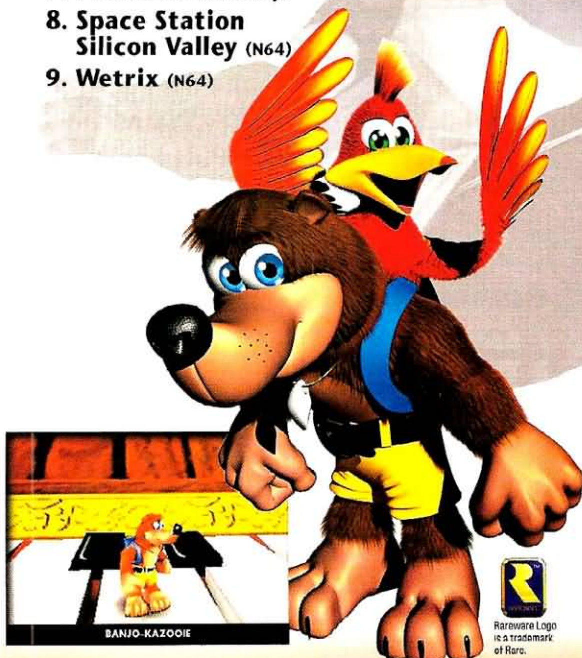
1. **Banjo-Kazooie** (N64)
2. **Buck Bumble** (N64)
3. **F-Zero X** (N64)
4. **Game Boy Camera**
5. **The Legend of Zelda: Ocarina of Time** (N64)
6. **Star Wars: Rogue Squadron** (N64)
7. **1080° Snowboarding** (N64)
8. **Top Gear Overdrive** (N64)
9. **Wipeout 64** (N64)

## IS IT REAL OR ARE THOSE SOUND EFFECTS?

Toe-tapping music is but one aspect of audio in video games. Sound effects can add running sports commentary, voice samples, weapon fire and environmental ambience to the mix to give gaming an earful of realism.

### F. BEST SOUND

1. **Banjo-Kazooie** (N64)
2. **BioFreaks** (N64)
3. **Body Harvest** (N64)
4. **FIFA '99** (N64)
5. **The Legend of Zelda: Ocarina of Time** (N64)
6. **Mission: Impossible** (N64)
7. **South Park** (N64)
8. **Star Wars: Rogue Squadron** (N64)
9. **Turok 2: Seeds of Evil** (N64)


BANJO-KAZOOIE

Rareware Logo is a trademark of Rare.


INTERNATIONAL SUPERSTAR SOCCER '98


NAGANO WINTER OLYMPICS '98


NBA IN THE ZONE '98


MORTAL KOMBAT 4


POCKET BOMBERMAN


MISSION: IMPOSSIBLE


MILO'S ASTRO LANES


NFL QUARTERBACK CLUB '99


GLOVER



## THE BIG AGENDA DEPARTMENT

One minute you're racing, and the next minute you're exploring. Many of '98's releases introduced an ever-changing lineup of activities and approaches to keep game play fresh. What's your pick for the best one-stop genre jumble?

### G. BEST GAME PLAY VARIETY

1. **Banjo-Kazooie** (N64)
2. **Body Harvest** (N64)
3. **The Legend of Zelda: Ocarina of Time** (N64)
4. **Mission: Impossible** (N64)
5. **Nagano Winter Olympics '98** (N64)
6. **Space Station Silicon Valley** (N64)
7. **Star Wars: Rogue Squadron** (N64)
8. **Turok 2: Seeds of Evil** (N64)

## MORE EXCITEMENT THAN A JACKIE CHAN FILM FESTIVAL

It's all about the thrill of the chase and the art of the duel. The following games got our hearts pumping, but we didn't have the heart to single out one winner. We'll leave that thrill to you.

### H. BEST ACTION GAME

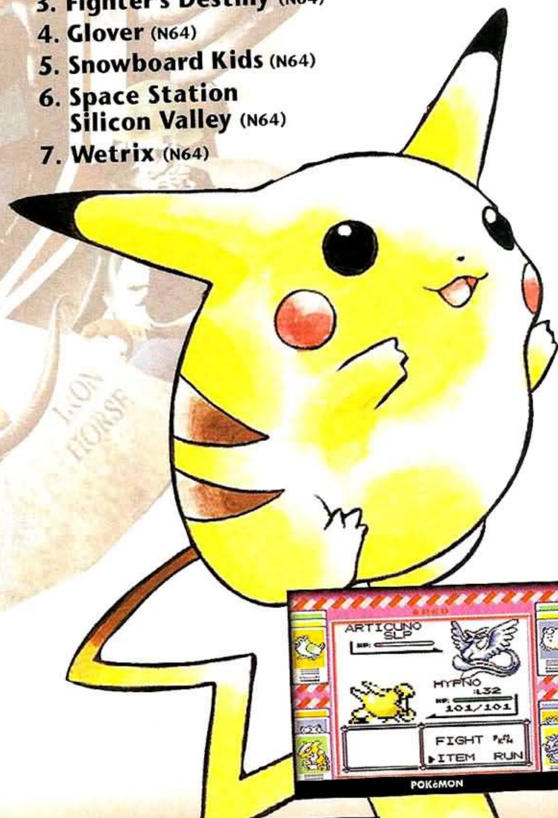
1. **Buck Bumble** (N64)
2. **Forsaken 64** (N64)
3. **Nightmare Creatures** (N64)
4. **Quake 64** (N64)
5. **Space Station Silicon Valley** (N64)
6. **Star Wars: Rogue Squadron** (N64)
7. **Turok 2: Seeds of Evil** (N64)
8. **WCW/nWo: Revenge** (N64)
9. **WWF War Zone** (N64)

## LET'S HEAR IT FOR THE UNDERDOGS

Not every game enters with all the fanfare and hoopla of a Zelda game—some games catch us by surprise. A handful of criminally underrated and overlooked games have slipped by many people's radars, but we're zeroing in on them now.

### I. SLEEPER HIT OF THE YEAR

1. **Body Harvest** (N64)
2. **Buck Bumble** (N64)
3. **Fighter's Destiny** (N64)
4. **Glover** (N64)
5. **Snowboard Kids** (N64)
6. **Space Station Silicon Valley** (N64)
7. **Wetrix** (N64)



POKéMON


NIGHTMARE CREATURES


QUEST FOR CAMELOT


MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

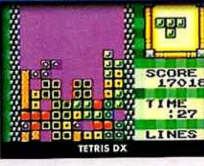

VIRTUAL CHESS 64


QUAKE 64



WETRIX


SOUTH PARK



TETRIS DX


TWISTED EDGE SNOWBOARDING

## THE NEED FOR SPEED DEPARTMENT

Not only the year of wrestling games, 1998 was the year of snowboarding games. But it's up to you to decide if one of the two wintry racers nominated is fast enough to melt the ice and make it into our final heat.

### J. BEST RACING GAME

1. **Cruis'n World** (N64)
2. **Extreme-G 2** (N64)
3. **F-1 World Grand Prix** (N64)
4. **F-Zero X** (N64)
5. **Rush 2** (N64)
6. **Snowboard Kids** (N64)
7. **1080° Snowboarding** (N64)
8. **Top Gear Overdrive** (N64)
9. **Wipeout 64** (N64)

## MOST VALUABLE PLAYERS

You may not be physically exerting yourself when you play sports games, but their sim action or arcade intensity will make you break a sweat nonetheless. And though only one will emerge as the winner, all will remain good sports in the matter.

### K. BEST SPORTS GAME

1. **All-Star Baseball '99** (N64)
2. **FIFA '99** (N64)
3. **Kobe Bryant in NBA Courtside** (N64)
4. **Madden NFL '99** (N64)
5. **Major League Baseball featuring Ken Griffey Jr.** (N64)
6. **NFL Quarterback Club '99** (N64)
7. **NFL Blitz** (N64)
8. **NHL '99** (N64)
9. **Waialae Country Club: True Golf Classics** (N64)

## SUPPORTING THE MOB MENTALITY

What are friends for? N64 battle royals, that's what! It's always more fun to go head-to-head in a matchup with a real human than with an opponent with artificial intelligence, and nothing beats the Multiplayer nominees when it comes to party fun packed in a Pak.

### L. BEST MULTIPLAYER GAME

1. **Buck Bumble** (N64)
2. **F-Zero X** (N64)
3. **Forsaken 64** (N64)
4. **Jeopardy!** (N64)
5. **Quake 64** (N64)
6. **Rampage World Tour** (N64)
7. **South Park** (N64)
8. **WCW/nWo Revenge** (N64)
9. **WWF War Zone** (N64)



F-ZERO X

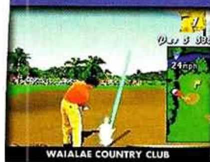
FIFA SOCCER '99


WWF WAR ZONE

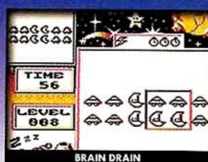

YOSHI'S STORY


AEROGAUGE


TOP GEAR OVERDRIVE



WAIALAE COUNTRY CLUB


QUEST 64



BRAIN DRAIN


OFFROAD CHALLENGE

## HOLLYWOOD DOESN'T KNOW WHAT IT'S MISSING

Give your thumbs up to the best display of Nintendo cut scenes. Sure, the motion picture segues leave you little time to finish a tub of popcorn, but they'll create a sense of drama, comedy or suspense that would make Spielberg take notice.

### M. BEST CINEMA SCENES

1. **Banjo-Kazooie** (N64)
2. **The Legend of Zelda: Ocarina of Time** (N64)
3. **Mortal Kombat 4** (N64)
4. **Mystical Ninja starring Goemon** (N64)
5. **South Park** (N64)
6. **Space Station Silicon Valley** (N64)
7. **Star Wars: Rogue Squadron** (N64)
8. **Turok 2: Seeds of Evil** (N64)

## FOR EXPLORERS ONLY

By comparison, Lewis and Clark's and Bill and Ted's adventures seem slightly less excellent. They never had to explore caves for Pokémon or pyramids for Jinjos. Too bad. They would have had a blast, like we did.

### N. BEST ADVENTURE GAME

1. **Banjo-Kazooie** (N64)
2. **Body Harvest** (N64)
3. **Harvest Moon GB** (Game Boy)
4. **Legend of the River King** (Game Boy)
5. **The Legend of Zelda: Ocarina of Time** (N64)
6. **Mission: Impossible** (N64)
7. **Pokémon** (Game Boy)
8. **Quest 64** (N64)

## NO LAUGH TRACK REQUIRED

If laughter is the best medicine, then these are the be-all and end-all cure-alls. Just don't take em in with a glass of milk, or it'll be coming out your nose when you hear the wisecracks of Gex, the irreverence of South Park, or the cheeky Brit 'tudes of Banjo and Silicon Valley.

### O. FUNNIEST GAME

1. **Banjo-Kazooie** (N64)
2. **Gex 64: Enter the Gecko** (N64)
3. **South Park** (N64)
4. **Space Station Silicon Valley** (N64)


TUROK 2: SEEDS OF EVIL


WARIO LAND II

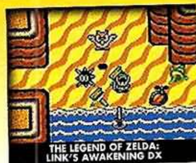


WCW/NWO REVENGE



BUCK BUMBLE


JAMES BOND 007
















## GADGETS, DOODADS AND WHATSITS

In a time that was patently inventive for Nintendo, 1998 unveiled new developments in hardware and accessories. Pikachu became a virtual pet and the N64 expanded its horizons. Which techie toy sparked your interest?

### P. BEST ACCESSORY/DEVELOPMENT

1. **ASCII Wheel 64**
2. **Game Boy Camera**
3. **Game Boy Color**
4. **Game Boy Printer**
5. **The NFL Blitz '99 arcade machine's N64 Controller Pak compatibility**
6. **N64 Expansion Pak**
7. **Pokémon Pikachu**



## LITTLE GAMES, BIG HITS

After nearly ten years in existence, the pint-sized portable is still going strong. While Game Boy was reborn in color last year, a majority of monochrome games earned nominations, proving that their game play is as appealing as anything under the rainbow.

### Q. BEST GAME BOY GAME

1. **Castlevania Legends**
2. **Harvest Moon GB**
3. **James Bond 007**
4. **The Legend of Zelda: Link's Awakening DX**
5. **Pokémon**
6. **Quest for Camelot**
7. **Tetris DX**
8. **Wario Land II**

## CHOOSING MY FAVORITE GAME

At least make this one exciting for us. Zelda's a shoo-in for top honors when we present the winners in May. To make the results somewhat less predictable, maybe you could show support for a game that doesn't star a guy in tights. But that wouldn't be fair to WCW/nWo Revenge, now would it?

### R. BEST N64 GAME

1. **Banjo-Kazooie**
2. **Body Harvest**
3. **The Legend of Zelda: Ocarina of Time**
4. **Madden NFL '99**
5. **Space Station Silicon Valley**
6. **Star Wars: Rogue Squadron**
7. **1080° Snowboarding**
8. **Turok 2: Seeds of Evil**
9. **WCW/nWo Revenge**
















FLYING DRAGON


FOX SPORTS COLLEGE HOOPS '99


GEX 64: ENTER THE GECKO


NHL '99

# WIN THE BEST OF '98!

## IT COULD BE YOU! ENTER TO WIN BY VOTING!

### GRAND PRIZE
1 Winner

N64 SYSTEM
N64 EXPANSION PAK
GAME BOY COLOR
10 1998 N64 GAME PAKS OF YOUR CHOICE
5 1998 GAME BOY GAME PAKS OF YOUR CHOICE
GAME BOY CAMERA
GAME BOY PRINTER
POKéMON PIKACHU!















### 2ND PRIZE
25 Winners

GAME BOY COLOR
THE 1998 GAME BOY GAME OF YOUR CHOICE
THE 1998 N64 GAME OF YOUR CHOICE

### 3RD PRIZE
50 WINNERS

A NINTENDO POWER T-SHIRT

**OFFICIAL CONTEST RULES:**

No purchase necessary. To enter, either fill out the response card or print your name, address, telephone number, Vol. 118, and the answer to the trivia question on a plain 3.5" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 118
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by 4/1/99. NOA not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/15/99, winners will be randomly drawn from eligible entries. Canadian entrants must correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail 4/30/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes will be awarded. For a copy of these rules, or (after 4/30/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

Grand Prize: One (1) entrant will receive one N64 system, one N64 Expansion Pak, 10 N64 Game Paks, one Game Boy Color, one Game Boy Camera, one Game Boy Printer, five Game Boy Game Paks and one Pokémon Pikachu. Estimated total value of all prizes is $4000. Some restrictions apply.

TAXES ARE WINNERS' SOLE RESPONSIBILITY.

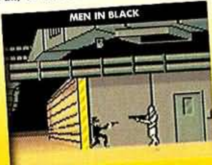
Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award.

By entering, you (and, if winner is a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy).

Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. 


KNIFE EDGE

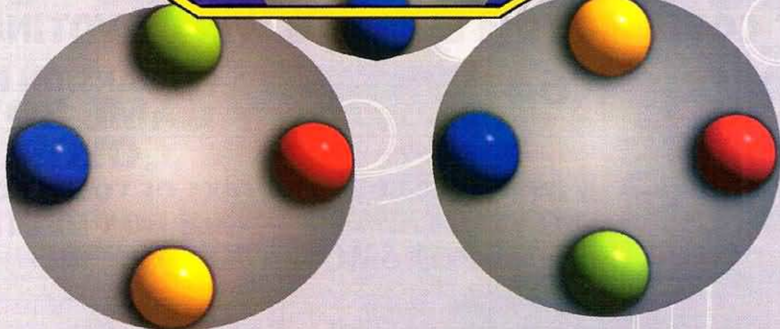

MADDEN NFL '99


MEN IN BLACK


MIKE PIAZZA'S STRIKE ZONE


LAS VEGAS COOL HAND

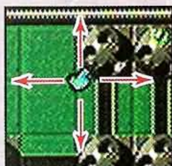
# LOGICAL™



Simple concepts sometimes make for complex fun, and Logical is a good example. It's a hectic, fast-paced puzzler from Sunsoft that will keep your mind working and your fingers moving as you attempt to sift colored marbles through complex fields of rotating gears. You'll have to organize, memorize and prioritize. And since Logical is made for Game Boy Color, it's a perfect traveling companion.

## Learning the Basics

At first glance, Logical's puzzles may not look complicated, but once the marbles start to fall, the challenge begins. Your goal is to blow up all the gears on each level before time runs out. A gear will explode after you've filled it with four marbles of the same color. Once you've cleared all the gears, you can advance to the next level. The trick is to move the marbles through the elaborate mechanisms of the puzzle boards. It takes patience as well as logic.



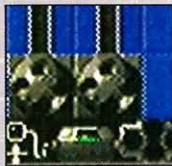
The game is played in a 6x5 grid, and the pointer jumps from the left corner of each square vertically or horizontally, but not diagonally.



The pointer always starts in the top-left corner of the screen. When it's on a gear, press the A Button to rotate the gear counter-clockwise.



To shoot a marble out of a gear pocket, rotate the gear as needed, press the B Button, then hold the Control Pad in the desired direction.



On some levels, you'll have the aid of an indicator device, which is filled with slime. It displays the color of the next marble to materialize.



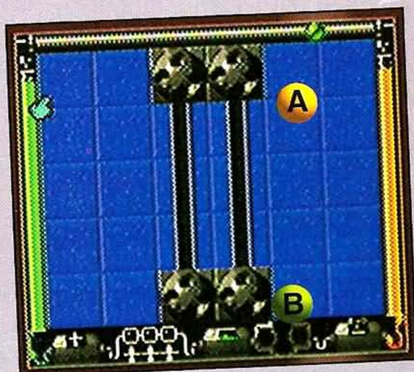
Traffic lights complicate some levels by restricting the order in which you can use colors to explode gears. Follow the lights from left to right.

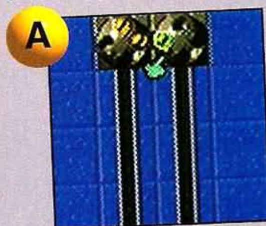
# Logical Logistics

Logical offers 99 mind-boggling levels, which means you'll have plenty of reason to pick up this gem more than once. We could fill a large textbook covering every level, but since we don't have that much space, we've decided just to highlight certain puzzles that introduce new obstacles. The marbles along the very top of the screen indicate how many chances—or lives—you have remaining. Some levels are time pressured, so check the pipe on the right, which is filled with yellow slime. When the slime runs out, your time is up. The faster you solve the puzzles, the more points you'll earn. Once you defeat a level, be sure to write down the password so you can restart the game where you left off.

## Level One

The first level gives you the lay of the land. The tube on the left side of the screen contains green slime, which slowly depletes as each marble is released into the master pipe. You must put all new marbles into play before the green slime runs out, or you'll lose one of your three chances.



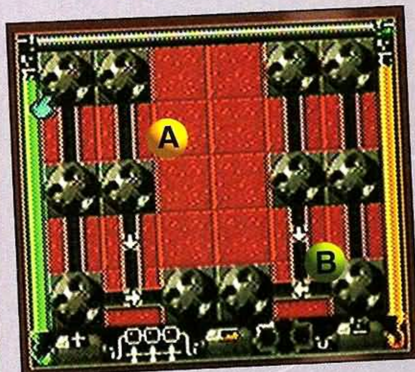

Concentrate on filling the top gears first before worrying about the bottom two. Remember that you can shoot marbles up and down or side to side.

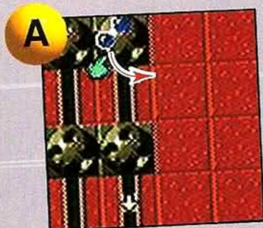



After you drop a marble into a pocket, train yourself to rotate the gear immediately in preparation for the next marble. This is easy to forget.

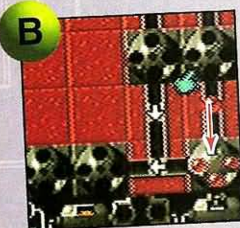
## Level Three

Just when you get the hang of it, Logical cranks up the difficulty a notch. The third level contains 12 gears and a new obstacle: directional arrows. The arrows create one-way roads, forcing marbles to travel in the indicated direction. If you happen to trap the wrong color down a one-way street, you'll be forced to end the game.



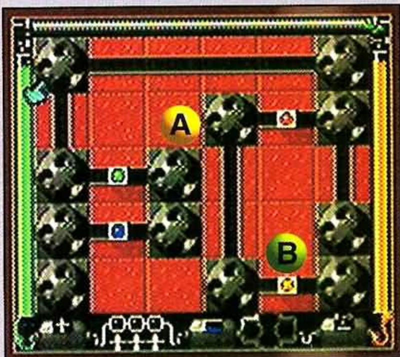




Concentrate on filling the top gears first, then work your way down. Once you've blown up the initial gears, you can worry about the arrows.




The arrows will prevent you from releasing marbles from the two middle gears. You should, therefore, send only two colors into those gears.

## Level Six



Level Six introduces a new element. The color stopper will prevent marbles that don't match the color of the stopper from passing through the pipe. When a color stopper blocks a gear, you can fill the gear only with marbles of that color.

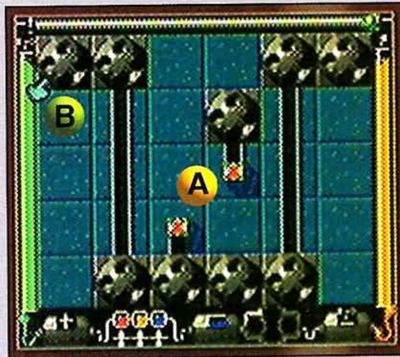


Guide the corresponding colors toward the matching stoppers and fill the middle gears first.



Once you've exploded the middle gears, you can work your way around the outside of the field.

## Level Seven



This level introduces traffic lights and teleporters. When the traffic lights are on, you must follow the order of the lights when filling gears. In other words, to destroy your first gear, you must use marbles that match the color of the first light.

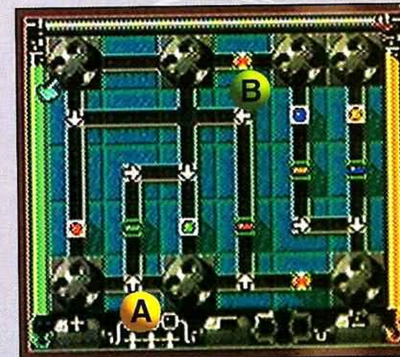


Teleporters will instantly transport marbles to a different area of the playing field.



Don't let marbles sit at the top of the screen for very long, or you may run out of green slime.

## Level Twelve



Not only do you have to deal with teleporters and color stoppers on this level, you'll also be faced with color changers. You can probably guess what the color changers do—they alter the shade of the passing marble to the color indicated by the changer.

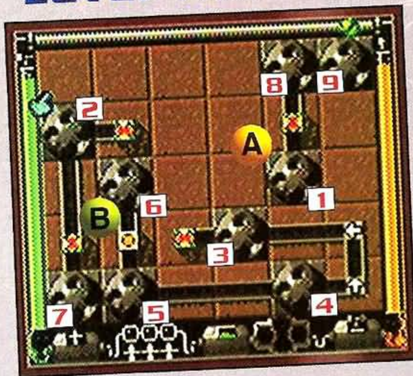


The bottom gears are surrounded by directional arrows, so concentrate on filling those first.



Once you've cleared the bottom, the top gears should be easy, but watch for that teleporter.

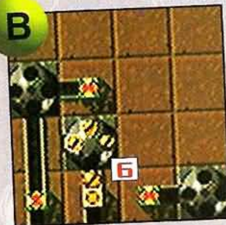
## Level Thirteen




Unlucky number 13 contains a confusing array of teleporters and directional arrows, so we've designed a recommended plan of attack. First, try to find the correct teleporters to fill gears one and two, and don't worry about the top gears until the end.

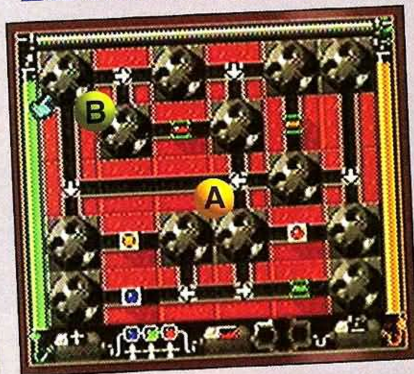



Your first objective is to fill the two gears that can be reached only by using the teleporters.




Beware of the yellow color stopper that blocks gear number six—it may alter your strategy.

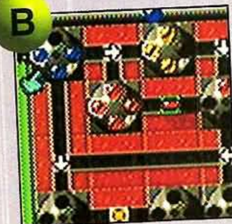
## Level Fourteen




This level has a little bit of everything, including several color changers, directional arrows, color stoppers and traffic lights. Blue is the first color you must use to blow up a gear, so send the red and yellow marbles toward the matching stoppers.




Filter the red and yellow marbles toward the two center gears that are blocked by color stoppers.




Gears will not explode unless they're the same color as the current traffic light. Watch closely.

## Pass or Fail




We're not going to spoil the fun giving you all the passwords, but we will give you one: TRUEMAN will whisk you to the second level. You'll have to advance through the rest of the game on your own.




You never have to solve the same puzzle twice. Once you conquer a puzzle, you'll receive a password that leads to the next level. On the title screen, enter the password from the last level you completed and jump right to your first new challenge. Use the Control Pad to cycle through the letters, and press A to choose a letter or B to delete a letter. Press Select to create an empty space and Start to exit the password screen and go to the level you chose.

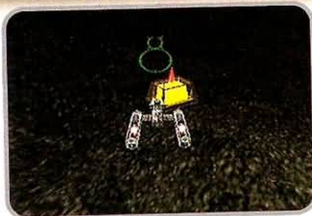
# COUNSELORS' corner

## STAR WARS: ROGUE SQUADRON

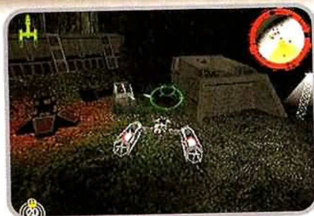


### WHERE ARE THE SEEKER PROTON TORPEDOES?

The Empire has a tendency to hide its technology in hard-to-reach places. You can find the coveted seeker proton torpedoes in the volcanic Sullust base. While flying the mission, you will approach a TIE landing pad located directly behind one of the transmitters. As you fly over the landing pad, to the right you will see a bunker set into the wall of the crater. Use your blasters to blow the bunker open and collect the weapon.



Fly low as you approach the bunker. As soon as you've nabbed the torpedoes, quickly pull up and out of danger.



Beware of the heavy Imperial defenses in the area. A missile turret and two turbolasers protect the bunker and transmitter.

### ? WHAT'S THE EASIEST WAY TO WIN IN A DOGFIGHT? ?

One of the biggest thrills in Rogue Squadron is finally being able to engage TIE fighters. Without solid aerial skills, however, you'll soon be crashing nose-first into the ground. The most important thing to remember is to always lead your targets. If a TIE is zooming across your field of vision and you shoot slightly in front of it, the TIE will fly into your shots. Each Rebel craft has a different firing capability. For example, the A-wing's blasters actually track the enemy while the X-wing fires in the direction the ship is pointing, so try to get the feel for each ship before rushing into combat. When the enemy engages you directly, try to avoid oncoming fire instead of relying on your blasters. As the TIEs pass, fall in behind them. More often than not, you will be able to pull off a few shots before the TIE realizes you're hot on its tail. If the enemy is slower than you, keep your finger on the brakes so you don't fly past and into its firing range. When trying to trail a faster ship such as the TIE/D, hold down the thrust button.



The slow-moving TIE Bombers on Mos Eisley are the easiest targets. As they make their second pass over the city, trail them for easy hits.



When a TIE/D blazes ahead of you, watch for its second approach. Cut across its path by turning then pull in behind it.

# TUROK 2: SEEDS OF EVIL




## HOW DO I DEFEAT THE CAVERN EYEBALL?

The blinking menace has plenty of defenses to keep you at bay. First, destroy all the larvae. Then destroy the four tentacles that appear. Clear out the next round of larvae to open the eye. Four appendages will appear around the eye, and after you blast those, you'll face more larvae. Destroy the final four tentacles one by one before shooting out the Eyeball itself.



The shotgun and the Plasma Rifle are the most effective weapons against the tentacles.



You must search out all of the larvae in the room before moving on the Eyeball's next defense.

## ? WHERE IS THE NUKE PIECE IN LEVEL 3? ?

It's easy enough to get lost in the Death Marshes, and it's even easier to miss the elusive Nuke Piece. From the second Save Point, walk forward and around the small ledge to a bridge-like path leading to the left. Follow this path until you reach a structure to the right of a teleporter. Enter the structure and activate the Pyramid Switch around the corner. Exit the building. Turn around and backtrack across the bridge-like path until you see a watchtower on the left. Climb to the top of the tower, jump off it to the right, and land on the roof of one of the stone structures below. Carefully cross the single log to the other side and drop down. The Warp Portal that hides the Nuke Piece will then be open for business, but before you prove you're one tough customer.



Use the map when you backtrack from the Pyramid Switch to avoid getting lost.



Have plenty of ammo before entering the Warp Portal, because many enemies await within.

## ? WHERE IS THE BLUE EAGLE FEATHER? ?

The Death Marshes also hide the Sacred Feather, which grants you the Breath of Life. From the third Save Point, walk into the nearby teleporter. Turn right and pass through the large gateway. Follow this path until it ends at a structure. Defeat the two enemies on each side of the building to open the gate. Step through the gateway and into the teleporter. Turn right and walk along the small path by the hanging banner until you reach a hole in the wall. Go through the hole, walk left and go around the cage. Keep following the path. Eventually, you will reach a ladder poking out of a pool of toxic green water. Caution: One step into this water is enough to doom Turok. Jump to the ladder and climb it to the top. Walk through the gap in the wall and follow this path through a gateway. Go around the cage and climb the ladder next to the teleporter. Turn left and follow the top of the wall until you get the Eagle Feather.



There is a teleporter just to the left of the third Save Point. Save Points are the purple-hued pyramids.



Once you have the Breath of Life, return to the second level to get the Grenade Launcher hovering over the toxic water.

# ▶ STAR FOX 64

## HOW DO I EARN THE MEDAL ON MACBETH?

Medaling, next to surviving, is the toughest challenge in Star Fox 64. You must complete Fox's tank raid on MacBeth with 150 hits and keep all his comrades in action if you want to medal. Destroying the rocks on the train running parallel to your tank will earn you bonus hits. If you defeat the boss by shooting the eight switches, you will rack up an extra 51 hits. Keep blasting, and the medal will be yours!




Rolling boulders will try to flatten your tank. Take out as many as possible for easy hits.




If you can reach the checkpoint with around 100 hits, the medal will be within reach.




## HOW DO I DEFEAT THE STAR WOLF TEAM?




Get ready for the dogfight of Fox McCloud's life when you see the Star Wolf team approach. These four mercenaries were sent by Andross to knock you out of the skies, and they have the moves to do it. Watch their approach on radar, and start blasting in their direction as soon as you see them on the horizon. You can get in several easy hits while they fly in formation. As soon as you see them peel apart, target each mercenary individually. You will take considerable damage if you try to fight them head-on, so use the barrel roll to avoid laser fire, then slam on the brakes to get behind them and squeeze off a few shots. Don't waste time charging your lasers, because the mercenaries never hold still long enough to train your shot on them.




Smart bombs are ineffective against the Star Wolf team. They will fly away from the blast.




If your shields run low, destroy the radar towers and pick up Supply Rings to restore them.




## HOW CAN I CONNECT TO AQUAS FROM SECTOR Y?




Flying the unfriendly cosmos is fun, but if you want to take a jaunt through liquid space in Fox's sub, you will need to score enough hits in Sector Y to activate the flight path to the watery world of Aquas. You need to score 100 hits to reach Aquas, but with Andross's armada out in full force, that goal isn't far out of reach. At the checkpoint, you can choose to go up or down. Take the high road to encounter more enemies. Try to blow up the cannons on the battleships for added hits. They will elude your lock-on, but a hail of laser fire will knock them out of commission.




The shielded robot soldiers cannot withstand a blast from your charged-up laser.




You can destroy the bay doors on the sides of the giant cruisers.




Have at least 81 hits before entering the final showdown. The last robots are worth 19 hits.

# QUEST FOR CAMELOT

## HOW DO I DEFEAT THE WOOD GOLEM?

First, you must trap the Wood Golem before you can defeat it. From where you meet it, lead the Golem back across the bridge and follow the path until you reach a clearing with a single bush in the center. An open space will appear to the right with a square pattern on the ground next to it. Lead the Golem into the opening marked with the square pattern and quickly turn and hack the single bush to trap the Golem. You cannot do any damage to it yet, so don't waste time and health by trying. The Golem will call upon the power of the forest and escape, and you won't be able to stop this. Next, cut down all the single bushes except the one that triggered the trap. Once you have clear-cut the entire area, turn your sword on the Golem. Without the power of the forest, it will be susceptible to damage from your blade.



If you cannot damage the Golem, you might have missed a bush. There are 26 bushes.

## HOW DO I GET INTO THE ROUND TABLE ROOM?

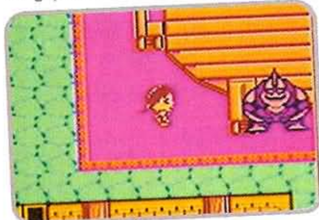
As you begin Chapter 8, equip the Lead Bracelet. Follow the path down and stop at the dead-end staircase. Go down and right into a room with four small stones. Step on the stones in the correct order to open the staircase. Climb the stairs and defeat the rats to open a path. Go up the path and defeat the enemies along the way to open a new area. Equip the Dragon Scale and use it to jump across the gaps and reach the Round Table.



A chime will signal if you've stepped on the four stones in the correct order. From left to right, step on them in this order: 3, 2, 4, 1.



The rats don't do much damage, but you'll need to conserve your strength for the final battle ahead.



As you jump across the gaps, keep defeating enemies to open up new sections of the path until you reach the Round Table.



# Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



### STAR SOLDIER: V.E.

**Q:** How can I earn the Rapid Fire capability?

**A:** Complete the game on Master difficulty.

**Q:** What mission are Lazaro and Deliah in?

**A:** In Mission 4 you will encounter a wave of green ships followed by several red ships. Don't shoot the green ships, but use a Spread attack to wipe out the red ships. Special Mission 3's hidden exit will open. Lazaro and Deliah await within!

### MISCHIEF MAKERS

**Q:** How can I see the best ending?

**A:** You can see the best ending by collecting all 52 Gold Gems hidden in the game.

**Q:** How can I jump higher off a Clanball?

**A:** Use the grab button instead of the jump button.

### THE LION KING (SUPER NES)

**Q:** How can I pull off the Maul and Flip move?

**A:** Only adult Simba can perform this move. You must press the X Button at just the right time.

**Q:** In Stage 9, Simba's Return, why can't I enter the caves?

**A:** You must defeat all of the hyenas on the screen before you can enter the caves.

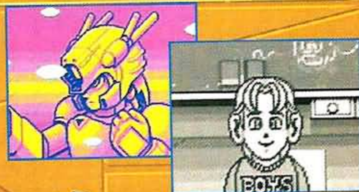
Sunsoft's Power Quest has a unique, dual personality, featuring tournament-fighting action and role-playing drama. Unlike that of many portable tourney fighters, though, the play control for this game won't send you into therapy!






## POWERFUL FUN

Calling a game "unique" can mean a lot of things, not all of them good, but in the case of Power Quest, it means one-of-a-kind fun. In this game, you have an entire squad of fighting robots at your command, and each unit has its own set of special moves. You can choose from six robots in a tourney fighting game or five robots in a simple, but entertaining, role-playing game. This may sound like an odd combination at first, but once you start mashing buttons, don't blame us if you find yourself hooked.




## MECH MODES

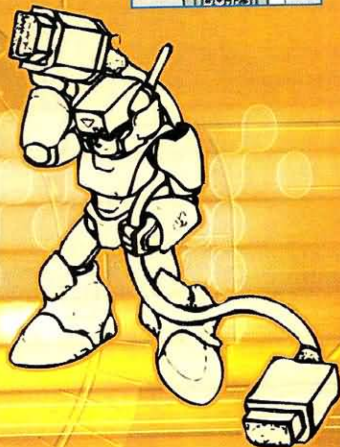
There are three modes, including a one-player tournament, a two-player tournament and a one-player story (role-playing) game. For a two-player contest, you must have two Game Boys, two Power Quest games and a Game Link Cable.




In the Story Mode, you battle opponents from all over your hometown to win fame, fortune and eventually the National Championship. You can ask for a password at any time to keep track of your progress.




While the level of challenge in the one-player games seems more suited to younger or less experienced players, players of all ages and skill levels can enjoy the two-player tournaments, not to mention the responsive play control.







# ROCK 'EM SOCK 'EM ROBOTS

In tournament play, your robot can use all of its special moves, but in the Story Mode, your robot begins with just a few basic moves. You can earn money to buy combat upgrades by winning duels around your hometown. During your adventure, you can also switch robots for free at the local Model Shop, and any upgrades you have will be installed in your new robot automatically. Upgrades have different effects on different robots, so after you make a switch, check your Parts List to see which moves your current robot can perform.



## DUEL PERSONALITIES

All the robots share the basic moves shown below. The arrow pointing to the right tells you to press the Control Pad toward your foe. The arrow pointing left tells you to press it away.

### BASIC MOVES

| | |
|---|---|
| Strong Attack: | A Button |
| Light Attack: | B Button |
| Throw: | Control Pad ← or → + A Button |
| Mid-air Throw: | Control Pad in any direction except ↑ + A Button |
| Mid-level Attack: | Control Pad → + A Button |
| Guard and Counterattack: | Control Pad ↓ ← + A or B Button (only when you have stored points) |

### MAX

Power punching is Max's specialty. In Story Mode, to use his or any other robot's Super Moves, which are marked with an exclamation point, you must win a special part from a friend.




| | | |
|---|---|---|
| Wave Punch (WavePnch): | ↓ → | A or B |
| Uppercut: | → ↓ | A or B |
| Piston Punch (Pist.Pnch): | ↓ ← | A or B |
| (!) Super Uppercut (SuperUpp): | → ↓ → ↓ | A or B |
| (!) Super Piston Punch (SuprPistP): | ↓ ← ↓ ← | A or B |

### GONG

Gong is slow but very powerful. As with all the robots, if you're playing a Story Mode game, you can buy the parts for its first three special moves at the local Model Shop.




| | | |
|---|---|---|
| Gong Throw (G.Throw): | → ↓ | A or B |
| Gong Smash (G.Smash): | ↓ ← | A or B |
| Shoulder Attack (ShldrAtt): | ↓ → | A or B |
| (!) Super Gong Attack (SuprGAtt): | ↓ → ↓ → | A or B |
| (!) Super Gong Throw (SuprGThr): | → ↓ → ↓ | A or B |

### AXE

With its high attack power, Axe is a great all-around choice, especially for beginners. While it has lots of great moves, its basic Sliding Kick (press Down and A) is one of its best.




| | | |
|---|---|---|
| Death Ball: | ↓ ← | A or B |
| Drill Head (DrillHd): | ↓ ↑ | A or B |
| Blitzkreig Roll (BlitzRoll): | ↓ → | A or B |
| (!) Super Axe Ball (SuprAxBl): | ↓ ← ↓ ← | A or B |
| (!) Super Axe Head (SuprAxHd): | ↓ → ↑ | A or B |

### SPEED

As its name implies, Speed is quick and agile, but it lacks physical strength at first. While not a good choice for beginners, Speed becomes quite powerful after a few upgrades.




| | | |
|---|---|---|
| Electric Star (ElctrStar): | ↓ → | A or B |
| Bird Kick: | ↑ → | A or B during jump |
| Upper Kick (Upp.Kick): | ↓ ← | A or B |
| (!) Super Electric Star (SuprEStar): | ↓ → ↓ → | A or B |
| (!) Super Kick (SuprKick): | ↓ ← ↓ ← | A or B |

### LON

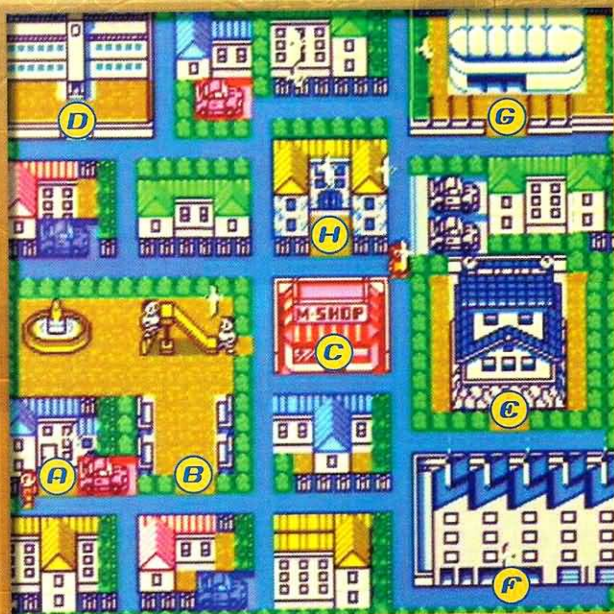
Though not as fast as Speed, Lon is quick and can be programmed with devastating kung-fu moves. Most upgrades come in three power levels, with Level 3 parts being the strongest.




| | | |
|---|---|---|
| Aura Wave: | ↓ → | A or B |
| Nunchakus: | → ↓ | A or B |
| Lightning Kick (Lightn.K): | ↓ ← | A or B |
| (!) Super Lon Punch (SuprLPun): | ↓ → ↓ → | A or B |
| (!) Super Lon Kick (SuprLKick): | ↓ ← ↓ ← | A or B |

## TALK OF THE TOWN

Here's a quick overview of the Story Mode game, including highlights of major events and major foes you'll encounter. Keep in mind that even in the Story Mode, you use fighting-style controls, not RPG-style menus, to direct your robots. One last word of caution: Beware the Mad Scientist! His robot is tough to beat, and the measly 10 credits you win aren't worth the effort.




### POINTS OF INTEREST

- A Home
- B Playground
- C Model Shop
- D School
- E Castle
- F Robot Factory
- G Stadium
- H Mad Scientist Lab

## EASY DOES IT

You begin the game with a free robot and 1,000 credits, which is enough for one Level 1 upgrade. You can win more cash by defeating other robots in duels. Start off with the kids at the Playground, then work your way up.




You win 20 credits per duel at the Playground. Once your robot is stronger, you can move up to the School (50 credits), then to the Castle (100 credits) and the Robot Factory (200 credits).




As mentioned earlier, you can switch robots for free at the Model Shop. As the game goes on, you may need to use different robots against different foes.

## THE HYENA GANG

After about 20 or so duels, you'll hear rumors about the dreaded Hyena Gang. They're a gang of punks who like to lord it over other robot owners. If you think you're tough enough to take them on, head over to the Playground to see what's up.







At the Playground, you'll fight the two most notorious Hyenas: the Colonel and the General. During the bout with the General's Gong robot, your robot will go haywire. After the duel, visit the Model Shop for advice.




The Model Shop owner will give your robot a special coating to protect it from the Mad Scientist's jamming device. Those Hyenas will be laughing out the other sides of their mouths once you're through with them!



## SPRING TOURNAMENT

Once you win enough duels, the Spring Tournament will begin. You'll face three opponents, one after the other. Once the fighting starts, you won't be able to switch robots, and your robot will regain only one quarter of its strength between bouts.




When the flags start flying outside the Stadium entrance, you'll know that the Spring Tournament is about to begin. Don't worry; the competition won't start without you!




You'll face the Mad Scientist first and the General second. Both of them have Gong robots. They won't be that much tougher than they were at the Playground.




Your final opponents will be Ann and her Speed robot. If you win, you'll take top honors and a whopping 10,000 credits in prize money!

## CASTLE EVENT

If you survive the Spring Tournament and continue to do well around town, the robot enthusiasts at the Castle will hold a special Castle Event in your honor. Be ready to face Peking Duck's Axe robot, Karen's Speed robot, and Won's upgraded Lon robot.




After the Spring Tournament, always visit the Model Shop before you go to the Castle. The shop owner will give you the Power Pack as a warning before the Castle Event.

| | | | |
|---|---|---|---|
| ElctrStar | | Upp. Kick | |
| L1 | 1000 | L1 | 1000 |
| L2 | 8000 | L2 | 8000 |
| L3 | 20000 | L3 | 20000 |
| BirdKick | | CntrAttP | |
| L1 | 1000 | L1 | 1500 |
| L2 | 8000 | L2 | 4500 |
| L3 | 20000 | L3 | 30000 |
| Heal. Pck. | 40000 | Pwr. Pck. | 40000 |

※Generate hand plasma.

The Power Pack, which normally costs 40,000 credits, increases your robot's overall strength. You should also have at least one Level 2 upgrade before the Castle Event.




The Guard & Counterattack upgrade is also useful here, especially against your final foe, Lon. With this part, you can fight a defensive battle and still win.

## BOROT

Louis has been your best friend as long as you can remember, but now he's moving to another city. As a going-away present, he's offering you a chance to win a special robot part from him. You must defeat his home-built robot to claim your prize.




At some point after the Castle Event, the kids at School won't challenge you. Instead, they'll direct you up to the roof, where Louis will give you the bad news.




Louis didn't design his robot, nicknamed Borot, very well. With tank treads instead of legs and feet, it can't jump. Its only attack is a relatively weak one-two punch.




If you defeat Borot, Louis will give you the Super Part (shown as "SuprPrt" on screen). With this special upgrade, any robot can perform its two Super Moves.

## NATIONAL CHAMPIONSHIP

If you keep winning duels, you'll soon be asked to prove your worth to the world (or your corner of it, at least) in the National Championship. The rules are the same here as in previous events: no robot swaps and only a small recharge between bouts.




It will be like old home week in the Nationals. You'll face the General's Gong robot, Ann's Speed robot and Won's Lon robot one last time.




The Speed Robot is a good choice for this contest. Try to have three Level 3 attacks. If you can afford only two, go for the Electric Kick and the Upper Kick.




After the official bout is over, a mysterious new foe will appear, toting a souped-up Speed robot. Who is under that mask, and what does he really want from you?

# ARENA

Are you game?

## THE CHALLENGES

### LESS HEART, MORE ADVENTURE

What's the minimum number of hearts you can have on your life meter to finish the game? If your heart(s) can take it, collect as few Heart Containers as you can while snagging all six of the sages' medallions, then send us a photo to prove your mettle.

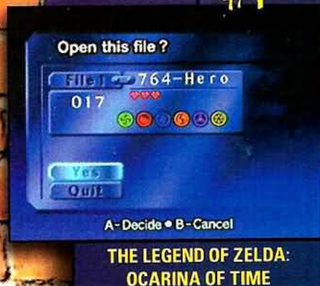
### SLOT CAR DERBY

You gotta fight for your right to party. To keep that right, bash your competitors by finishing Mario Party's Slot Car Derby in record time. The fastest racers will get to join the fun in Arena and win Power Stamps.

### IT'S NOT EASY BEING GREEN

The arcade classic has leapt to Game Boy, so keep them froggies rolling and get them home safely. Send us a photo of your hopping-mad high score, and if you're among the top qualifiers, you'll find a home at the pad of the proud—Arena.

#1




THE LEGEND OF ZELDA: OCARINA OF TIME

#2




MARIO PARTY

#3




FROGGER




## WHERE AM I?

Rush 2 spans the U.S. and shows off a few postcards' worth of real-world landmarks. Do you know the significance of this Seattle locale?

## NP SCOREBOARD

### BANJO-KAZOOIE

*Best Times for Mumbo's Mountain (Vol. 110)*

| | |
|---|---|
| Mike Wenzinger, Saline, MI | 6:24 |
| Mike Brodie, Kitchener, ON | 6:35 |
| Mathieu Bergeron, Lanoraie, QC | 6:40 |
| B. Anderson, Mechanicsburg, PA | 6:43 |
| Travis Rippstein, Phoenix, AZ | 6:56 |
| Ryan Tabar, Winnipeg, MB | 7:00 |
| Justin Vail, Boiling Springs, PA | 7:20 |
| Andrew Peterson, Fenton, MI | 7:26 |
| Mike Yi, Cincinnati, OH | 7:26 |
| Aaron Langemann, Brampton, ON | 7:38 |
| André Segers, Issaquah, WA | 7:41 |
| Danny Zenisek, St. Charles, IL | 7:42 |
| Kan Zhu, Tempe, AZ | 7:52 |
| Alex Judge, LaSalle, IL | 7:57 |
| Mike Brodie, Kitchener, ON | 7:58 |
| James Farncomb, Unionville, ON | 8:00 |
| Carl Lipscomb, Denver, CO | 8:01 |

### GAME BOY CAMERA

*Highest Space Fever II Scores (Vol. 111)*

| | |
|---|---|
| A. Wojnowski, Worthington, OH | 54,446,369 |
| Andy Wright, Largo, FL | 6,446 |
| Dominic Cloutier, Dorval, QC | 6,426 |
| Jonathan Rauscher, Raymore, MO | 6,252 |

### SAN FRANCISCO RUSH

*Where Am I? Winners (Vol. 108)*

Ryan Bird, Sandy, UT
Chris Frame, Martinsburg, WV
Brendan Hopper, Burnt Hills, NY
Cedric Laroche, Beauport, QC
Chris McCollum, Hemet, CA
Kyle Mejeur, Kalamazoo, MI
Max Stainback, New York, NY
Christopher Starkey, Fall Brook, CA
Michael Yau, Pittsfield, MA

# QUIZ

## POKéMON NAME, STAR WARS TERM OR INTERNATIONAL MENU ITEM?

**Pokémon and Star Wars: Rogue Squadron sport some exotic-sounding names that you could easily mistake for an item on a food menu. Scan the list below to identify which of the following are words associated with Pokémon, Star Wars or international cuisine. And unless the "B" in BLT stands for "Bulbasaur", Pokémon (or Jawas for that matter) don't count as exotic foods, you savages.**

| # | Item | Pokémon | Star Wars | Exotic Food |
|---|---|---|---|---|
| 1 | CHORAX | ❑ | ❑ | ❑ |
| 2 | SNORLAX | ❑ | ❑ | ❑ |
| 3 | PSYDUCK | ❑ | ❑ | ❑ |
| 4 | THAI DUCK | ❑ | ❑ | ❑ |
| 5 | TIE D/ FIGHTER | ❑ | ❑ | ❑ |
| 6 | MON CALAMARI | ❑ | ❑ | ❑ |
| 7 | CALAMARI FRA DIAVOLO | ❑ | ❑ | ❑ |
| 8 | DRATINI | ❑ | ❑ | ❑ |
| 9 | BUCATINI | ❑ | ❑ | ❑ |
| 10 | UTINNI | ❑ | ❑ | ❑ |
| 11 | MOLTRES | ❑ | ❑ | ❑ |
| 12 | DOLMADES | ❑ | ❑ | ❑ |
| 13 | ALOO GOBI | ❑ | ❑ | ❑ |
| 14 | ZEV SENESCA | ❑ | ❑ | ❑ |
| 15 | FRANGIPANE DACQUOISE | ❑ | ❑ | ❑ |
| 16 | BUTTERFREE | ❑ | ❑ | ❑ |
| 17 | BUTTERSCOTCH | ❑ | ❑ | ❑ |
| 18 | POLIWRATH | ❑ | ❑ | ❑ |
| 19 | POLITH | ❑ | ❑ | ❑ |
| 20 | POLENTA | ❑ | ❑ | ❑ |
| 21 | CLAFOUTIS | ❑ | ❑ | ❑ |
| 22 | JIGGLYPUFF | ❑ | ❑ | ❑ |
| 23 | EARL GREY | ❑ | ❑ | ❑ |
| 24 | WES JANSON | ❑ | ❑ | ❑ |

In WCW vs. nWo: World Tour, can you beat an opponent by a pin fall in under 50 seconds?
—A TWISTED CHALLENGE FROM EMERSON PEREZ OF RESTON, VA

In Kobe Bryant in NBA Courtside, can you get all five of your starters to score triple-doubles?
—A TWISTED CHALLENGE FROM MICHAEL KWAN, VANCOUVER, BC

## DIDDY KONG RACING

*Where Am I? Winners (Vol. 108)*

Michael Anderson, El Cajon, CA
Luke Bogart, Hudson, NY
Jeffrey Boruszak & Alex Strabala, Las Vegas, NV
Zev Brejt, Brooklyn, NY
Dominic Cerquetti, Baltimore, MD
Johnny Gallis, Cedar City, UT
Sean Mann, Fairfield, CA
Chris Metcalfe, Coto de Caza, CA
David Rhodes, Woodridge, VA
Jennifer Wynne, Sarnia, ON

## 1080° SNOWBOARDING

*Best Times for Mountain Village (Vol. 108)*

| | |
|---|---|
| Brian Washington, Kirkland, WA | 1:30.98 |
| Tim Teng, Mississauga, ON | 1:31.14 |
| Justin Myslajek, Grand Rapids, MI | 1:31.31 |
| Nathan Gray, Thomson, IL | 1:32.03 |
| Michael Cook, Seattle, WA | 1:32.76 |
| Sean O'Loughlin, Sarasota, FL | 1:33.25 |
| Andrew SansSouci, St. Louis, MO | 1:33.68 |
| Kan Zhu, Tempe, AZ | 1:34.14 |
| Benjamin Egan, Madison, WI | 1:35.73 |
| Joey Cronin, Waukesha, WI | 1:35.79 |
| Joe Doheny, Bridgewater, MA | 1:35.88 |
| Doug Trouette, Visalia, CA | 1:35.88 |
| Michael Rinkert, Morrison, CO | 1:36.03 |
| Colby Macri, St. Augustine, FL | 1:36.26 |
| Jonathan Taylor, Winnipeg, MB | 1:36.98 |
| John Dzafic, Jerseyville, IL | 1:40.05 |
| Chris Brueggemann, Commack, NY | 1:40.58 |
| Danny Butler, La Mesa, CA | 1:41.04 |
| Brad Salter, Lexington, SC | 1:41.31 |
| John Simpson, Littleton, CO | 1:44.47 |

*Best Times for Dragon Cave (Vol. 108)*

| | |
|---|---|
| Nathan Gray, Thomson, IL | 1:26.52 |
| Kan Zhu, Tempe, AZ | 1:27.12 |
| Tim Teng, Mississauga, ON | 1:27.28 |
| Sean O'Laughlin, Sarasota, FL | 1:27.51 |
| Andrew SansSouci, St. Louis, MO | 1:27.51 |
| Brian Washington, Kirkland, WA | 1:27.64 |
| Chris Fredrich, Mill Valley, CA | 1:27.97 |
| Justin Myslajek, Grand Rapids, MI | 1:28.07 |

*Best Times for Golden Forest (Vol. 108)*

| | |
|---|---|
| Brian Washington, Kirkland, WA | 1:19.69 |
| Nathan Gray, Thomson, IL | 1:20.19 |
| Colby Macri, St. Augustine, FL | 1:20.68 |
| Justin Myslajek, Grand Rapids, MI | 1:20.78 |
| Kan Zhu, Tempe, AZ | 1:20.85 |
| Andrew SansSouci, St. Louis, MO | 1:21.70 |
| Ryan Tabar, Winnipeg, MB | 1:21.93 |
| Tim Teng, Mississauga, ON | 1:22.10 |

*Best Half Pipe Scores (Vol. 108)*

| | |
|---|---|
| Jason Bevans, Cardston, AB | 108,923 |
| Syama Mattson, Hillsborough, NC | 70,392 |
| Andrew Revoredo, Scarborough, ON | 66,803 |
| Donald Theileman, Garland, TX | 61,382 |
| V. Clements, Moon Township, PA | 36,822 |
| Thomas Krestel, Northville, MI | 13,225 |

*Best Contest Scores (Vol. 108)*

| | |
|---|---|
| James Allen, Wildomar, CA | 153,427 |
| W. Larrison, East Stroudsburg, PA | 84,616 |
| Danny Butler, La Mesa, CA | 68,857 |

## QUIZ

**NOW HEAR THIS!**

They may be called video games, but audio plays a big role in N64 games, too. Try your hand (and test your ears) at answering the following sound-related trivia questions.

A) Which N64 games feature the vocal talents of the man responsible for Homer Simpson's voice? ______
Who is the actor? ______

B) Which N64 game features the vocal talents of the songwriter behind the theme of the 1971 film *Shaft*? ______
Who is the actor? ______

C) Which N64 game features the vocal talents of Juliet from Franco Zeffirelli's 1968 film version of *Romeo and Juliet*? ______
Who is the actress? ______

D) Which N64 game features music that samples newscasts of Neil Armstrong's walk on the moon? ______

E) Which N64 game features the music of Blur? ______

F) Which N64 game features the music of Fatboy Slim? ______

G) Which N64 game features the music of Fluke and Propellerheads?
______

ANSWERS TO VOLUME 117

WHERE AM I?
Page 106

OCARINA OF TIME TEST:
1. Bomb it
2. Light it with Din's Fire
3. Kakariko Village's cucco woman
4. The Kakariko guard
5. Bombchu Bowling Alley
6. Green
7. Link's
8. Play it Zelda's Lullaby
9. 10
10. Port

ALSO KNOWN AS...
1. Buck Bumble
2. Deadly Arts
3. Glover
4. Mischief Makers
5. NBA Hangtime
6. Rugrats
7. Golden Nugget
8. Las Vegas Cool Hand

**In Turok: Dinosaur Hunter, how many times can you shoot your enemy in the air using your grenade launcher?**
—A TWISTED CHALLENGE FROM TIM HOUGH OF OLNEY, MD

**In Mission: Impossible, can you lure a guard into the Embassy Function's bathroom and punch him out?**
—A TWISTED CHALLENGE FROM ANTHONY COLANGELO OF WALL, NJ

### 1080° SNOWBOARDING

*Best Time for Deadly Fall (Vol. 108)*

| | |
|---|---|
| Casey Blackburn, Akron, OH | 1:07.55 |
| Nick Reis, Colfax, CA | 1:07.65 |
| Jason Bevans, Cardston, AB | 1:07.91 |
| Charles Hesse, Sanford, FL | 1:07.91 |
| Nathan Gray, Thomson, IL | 1:08.01 |
| Steve Batth, Fowler, CA | 1:08.27 |
| Dan Gleason, New Richmond, WI | 1:08.27 |
| Andrew SansSouci, St. Louis, MO | 1:08.34 |
| Michael Cook, Seattle, WA | 1:08.37 |
| Wade Kerby, New Meadows, ID | 1:08.44 |
| Dan Nixon, Caledonia, ON | 1:08.44 |
| Brian Washington, Kirkland, WA | 1:08.50 |
| Colin Beatty, St. Louis Park, MN | 1:08.57 |
| Cedric Laroche, Beauport, QC | 1:08.67 |
| Tim Teng, Mississauga, ON | 1:08.67 |
| Matthew Williams, Evansville, IN | 1:08.67 |
| Joel Bird, Ayr, ON | 1:08.73 |
| Russell Foxx, Freeport, TX | 1:08.73 |
| Chapin Bennett, Westboro, MA | 1:08.77 |
| Michael DiBratto, Woodbridge, ON | 1:08.80 |
| Ho The Ly, Hempstead, NY | 1:08.80 |
| Wes Tansey, Ruther Glen, VA | 1:08.83 |
| Ben Williams, Sparks, NV | 1:08.83 |
| Andrew Ingallinera, Bend, OR | 1:08.87 |
| Jason Presley, Las Vegas, NV | 1:08.87 |
| Wade Salley, Garden City, KS | 1:08.90 |
| Ryan Hardie, Cranbrook, BC | 1:08.93 |
| Colby Macri, St. Augustine, FL | 1:08.93 |
| Michael Kubik, Toronto, ON | 1:08.97 |
| William Wheatley | 1:08.97 |
| Trent Knoss, Plymouth, MN | 1:09.03 |

*Best Times for Crystal Peak (Vol. 108)*

| | |
|---|---|
| Nathan Gray, Thomson, IL | 1:27.84 |
| Kan Zhu, Tempe, AZ | 1:27.94 |
| Andrew Bismarck, Minden City, MI | 1:28.80 |
| Clay Dorsett, Londonberry, VT | 1:29.13 |
| Benjamin Egan, Madison, WI | 1:29.13 |
| Cody Hellstern, Edmond, OK | 1:29.16 |

### DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

### HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than April 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

# NOW PLAYING

Your Power Guide To The Latest Releases March 1999

## VIGILANTE 8




- Activision/64 megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- Passwords
- 12 cars and drivers






### What if the Wild West were won with 4x4 trucks and smart bombs?

**GRAPHICS** Vigilante 8 for the N64 sets players down in solid 3-D arenas for some hair-raising battles. The vehicles, landscapes and special effects are all very detailed at close proximity. Identifying targets at a distance can be difficult.

**PLAY CONTROL** The developers at Luxoflux created a realistic physics model for the vehicles so they move over the terrain as you would expect. Cars slide down hills and fly over bumps. Steering is slightly soft, but acceleration and braking are responsive, which is critical for evading enemies.




**GAME DESIGN** The Quest Mode makes a good one-player game, although many players will get through it quickly. The multiplayer modes add extra depth and value. The combination of combat cars with simple mission objectives and lots of power-ups turns out to be a powerful mix.

**SATISFACTION** It's hard to imagine anyone not having fun in the multiplayer mode. The single-player game mode is fun, too, but it's not very challenging after you've learned a few tricks.

**SOUND** The sound effects of engine noises and explosions are excellent. The music is supposed to be '70s but seems more like a generic afterthought.

**COMMENTS** **Scott**–*Cars but no racing, a nice switch.* **Sonja**–*The multiplayer game is great.* **Levi**–*Sometimes the controls feel "floaty."* **Andy**–*Use the Expansion Pak!*

SCORES

AH-7.9

E-6.9

H-7.4

J-8.8

L-8.6




OVERALL RATING

GRAPHICS=8.1 PLAY CONTROL=7.4 GAME DESIGN=8.0 SATISFACTION=7.9 SOUND=8.1




## RAMPAGE 2: UNIVERSAL TOUR

- Midway/128 megabits
- 1 to 3 players simultaneous
- Controller and Rumble Pak compatible
- 5 courses






SCORES

A-7.7

H-7.4

SP-7.6

S-7.8

### New monsters are making more mayhem!

**GRAPHICS** Although Rampage 2, like its predecessor, is a 2-D, side-scrolling game, the graphics have a hi-res, rendered look. The animations of the main monsters are expressive, outrageous and funny in a slightly twisted way. The people are small but big enough to portray their fright. The vehicles and buildings all look great.

**PLAY CONTROL** Control is simple, very intuitive and some might say repetitious because of the limited number of moves available for each monster.



**GAME DESIGN** Rampage 2 varies from last year's game by introducing four new monster characters and more story involvement. In fact, the new monsters are on a mission to save the old monsters, which have been captured. The game play for one or multiple players is almost identical to the first game.

**SATISFACTION** People either love Rampage or they hate it. Rampage 2 will foster the same feelings. As a simple, funny and somewhat mindless multiplayer game, Rampage 2 rules.

**SOUND** The monster sounds can be both fun and gross. The rest of the parade of people and vehicles scream and wail as their cities are destroyed.

**COMMENTS** **Scott**–*It's definitely more fun as a multiplayer game. The one-player mode is tiresome.* **Sonja**–*You can't beat squishing people and destoying buildings.*




GRAPHICS=7.7 PLAY CONTROL=7.8 GAME DESIGN=6.8 SATISFACTION=7.5 SOUND=7.2




## CALIFORNIA SPEED

- Midway/128 megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- 14 tracks
- 20 cars






SCORES

E-5.2

H-5.9

J-7.2

L-6.5

S-7.5

### Arcade speed hits the N64.

**GRAPHICS** California Speed features a mix of locations based on real sites in the Golden State and fantasy settings like a giant computer in Silicon Valley. Some of the roadside textures blend with the road in the distance, making it difficult to see oncoming turns. The vehicles look good but aren't up to the standard of games such as Top Gear Overdrive.



**PLAY CONTROL** The Atari Games group recreated the arcade feel of the controls for the N64 version. If you like easy riding with hardly any crashing, this game is for you.

**GAME DESIGN** Tracks vary between point-to-point and lap courses, and several play modes mix things up. Players can change vehicles even in the middle of a series. The tracks are varied, and so are the cars.

**SATISFACTION** The graphics may not be as stunning as in some games, but the sense of speed is realistic and the learning curve is well-paced. For players who want an arcade experience, Speed may fit the bill.

**SOUND** Controls for music and sound effects put the player in command. The quality of sound is just fine, but the music is stock.

**COMMENTS** ***Scott***–I fell asleep at the wheel and still finished third. ***Ed***–This is just a touched-up version of Cruisin' USA. ***Levi***–Nice variety of cars and decent speed.




GRAPHICS=7.0 PLAY CONTROL=6.7 GAME DESIGN=6.5 SATISFACTION=6.2 SOUND=6.7

## CHAMELEON TWIST 2




- Sunsoft/64 megabits
- 1 player
- Controller Pak compatible






SCORES
A-6.2
E-6.8
J-7.6
L-5.6
S-6.9

### Here's more tongue-twisting action, part two, from Sunsoft.

**GRAPHICS** The first Chameleon Twist looked like an experiment on the N64, but Japan Supply System did its homework and greatly improved the graphics for this sequel. The colorful worlds and characters are very appealing, particularly for younger players who love cartoon-like worlds.



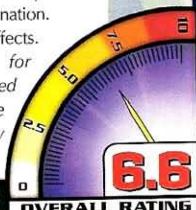
**PLAY CONTROL** The range of tricks that you can perform with your chameleon's tongue is amazing. Most of the puzzle elements of this 3-D platformer involve some creative use of tongue power. Still, because of the fixed camera angles, some moves remain tricky.

**GAME DESIGN** After choosing their lizards, players embark on an action romp that takes them through six large, 3-D worlds. Executing the puzzles using special moves is the best part of the game. Enemies and bosses are easy to defeat and act more as characters than as threats.

**SATISFACTION** The fixed camera is definitely the weakest aspect of this game. If it weren't for this handicap, Chameleon Twist 2 would be a real gem. As it is, the game is part simplicity and part frustration—an awkward combination.

**SOUND** Happy music and quirky sound effects.

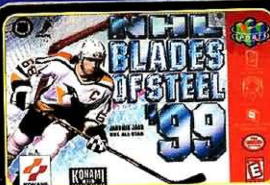
**COMMENTS** **Jason**–*Rivals Yoshi's Story for tongue-based action in a world of candy-coated colors.* **Erich**–*The camera angle can't be manipulated, causing some frustration. (Sorry for throwing my Rumble Pak at you, Ed.)*




OVERALL RATING

GRAPHICS=7.2 PLAY CONTROL=6.2 GAME DESIGN=6.8 SATISFACTION=6.5 SOUND=6.3

## NHL BLADES OF STEEL '99




- Konami/96 megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NHL and NHLPA licenses






SCORES
A-6.7
E-5.3
H-6.4
S-6.8
T-6.3

### Konami updates the coolest game on earth.

**GRAPHICS** Overall, Blades '99 looks fair, but in some areas it truly shines. Konami included dramatic camera angle shifts, zooms and automatic instant replays to create a realistic broadcast feel. The animation is very fluid, although the 3-D models seem lacking compared to those in NHL '99 and Breakaway '99.



**PLAY CONTROL** Basic control for passing, shooting and shifting players is easy to master, and some more professional options include through passes, blocks and line switches at the push of a button.

**GAME DESIGN** Blades includes all the modes and options that a hockey fan could ask for, including difficulty and speed settings. The AI seems weak on defense, but that can be improved by using a higher difficulty setting.

**SATISFACTION** Definitely a contender, NHL Blades of Steel '99 excels at providing a televised look and feel and in giving players lots of control. The line editing functions are some of the best in video hockey.

**SOUND** The play announcer calls it like it is, even though his phrase book stretches a bit thin.

**COMMENTS** **Scott**–*Scoring seems too easy, but the game is fun and realistic.* **Sonja**–*Blades is on the slow side, and the graphics aren't great.* **Henry**–*Once you get used to the awkward control, it has a realistic feel.* **Andy**–*The announcers are lively and accurate.*

6.3

OVERALL RATING

GRAPHICS=6.4 PLAY CONTROL=6.6 GAME DESIGN=6.0 SATISFACTION=5.8 SOUND=7.2




# BATTLESHIP

- Majesco/8 megabits
- 1 or 2 players simultaneous
- Passwords
- Game Link compatible







SCORES

A-7.6
J-9.0
L-9.3
SP-7.5
T-8.2

## What will you do when Game Boy Color sinks your battleship?

**GRAPHICS** Although the interface for Battleship is fairly simple, the development crew for this Game Boy Color version added some nice touches, such as animations of the missile shots hitting or missing their targets.

**PLAY CONTROL** Play control is also a simple matter. Just position your ships, then choose grid locations for firing your missiles.



**GAME DESIGN** The strategic component of Battleship remains true to the original board game, but there's an added twist. Each player has a limited number of double and triple shots and a radar option that reveals the contents of a four- square area of the enemy's board. The AI of the one-player game is smart enough to know what to do when it gets a hit.

**SATISFACTION** Battleship for Game Boy Color manages to remain fresh even after decades of exposure as a popular board game. The strategies are a bit basic, but the random factor means that you're not out of it until the last missile hits its target.

**SOUND** Although it may become a bit much after awhile, the military sound of the music sets the right tone for the game.

**COMMENTS** **Andy**–*This is a truly portable Battleship without any pegs to lose.* **Levi**–*Endless fun...a must have.* **Todd**–*A cool game gets even better on Game Boy.*

GRAPHICS=7.6 PLAY CONTROL=8.4 GAME DESIGN=9.0 SATISFACTION=8.4 SOUND=7.4

0 2.5 5.0 7.5 10

8.3 OVERALL RATING




# LOGICAL

- Sunsoft/8 megabits
- 1 player
- Passwords
- 99 levels
- Compatible only with Game Boy Color






SCORES

A-6.7
ED-7.2
E-7.0
SP-7.9
S-7.3

## It's only Logical—for Game Boy Color.

**GRAPHICS** The graphics in Logical are more complex than you might think at first glance. The indicators around the edge of the play field are small, but they use color coding to give the player game information. All the colors are rich, and items are easy to distinguish.

**PLAY CONTROL** Controlling the cursor and marble movement is a very simple process with a short learning curve.

**GAME DESIGN** One of the more deceptive puzzle or strategy games you'll ever play, Logical emphasizes strategic planning rather than speed or spatial problem solving. The password system, which uses recognizable words, is a nice change from the usual jumble of letters.



**SATISFACTION** If Mr. Spock played Game Boy Color, this would be his game. It's for anyone who wants a strategic experience rather than a typical puzzle game.

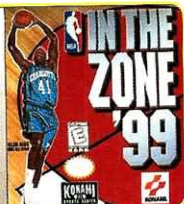
**SOUND** The music is on the spacey side, but the quality is fairly good.

**COMMENTS** **Scott**–*Although the game rules aren't intuitive, once you learn the basics, Logical may take over your life.* **Andy**–*Color-based challenges are a great way to take advantage of Game Boy Color.* **Erich**–*This is a unique concept, especially the transporters and arrows. The pace can get a little frantic, so this isn't for the passive puzzle player.* **Sonja**–*It is hard to put down.*

GRAPHICS=7.0 PLAY CONTROL=7.4 GAME DESIGN=7.4 SATISFACTION=7.2 SOUND=6.6

0 2.5 5.0 7.5 10

7.2 OVERALL RATING




# NBA IN THE ZONE '99

- Konami/8 Megabits
- 1 or 2 player simultaneous
- Battery-backed memory
- NBA license







SCORES: S-5.2 L-6.3 H-5.7 ED-7.1 SP-6.8

## Konami is back in the zone!

**GRAPHICS** The characters are smaller than in NBA Jam '99, but that's to be expected when 10 players crowd the court as opposed to four. Overall, the graphics in NBA In the Zone are remarkably good. The use of color helps separate players from the court and background, so you'll rarely lose sight of the ball-handler or active defensive player.




**PLAY CONTROL** Zone provides fewer special options and moves than N64 hoops sims, but for Game Boy it is very respectable. Shooting, passing, rebounding, switching off and blocking shots are all part of the repertoire, each selectable by pushing one button. Timing your moves is the biggest skill factor in the game.

**GAME DESIGN** Konami packed this 8-meg Pak with full seasons, exhibitions, playoffs and a two-player versus mode. The battery-backed memory makes playing seasons easy. Players can modify season and game lengths to suit them.

**SATISFACTION** For a sim, it's a bit simple, but it's one of the more playable basketball games to appear for Game Boy, and the graphics are a big plus.

**SOUND** The music is more appropriate than that in NBA Jam '99. Crowd noise is pretty good, but other sound effects are limited.

**COMMENTS** **Scott**–*I would have liked to be able to run plays and choose defenses.* **Henry**–*5-on-5 game play on GBC!*




GRAPHICS=**7.2** PLAY CONTROL=**5.8** GAME DESIGN=**6.0** SATISFACTION=**6.0** SOUND=**6.2**




# NBA JAM '99

- Acclaim/8 megabits
- 1 or 2 players simultaneous
- Passwords
- Game Link compatible
- NBA and NBAPA licenses







SCORES: ED-7.5 H-6.9 L-5.3 SP-7.1 S-3.9

## It's NBA Jam the way it was meant to be played.

**GRAPHICS** The courts, score boards, and player animations are clean and colorful. On regular Game Boy or Game Boy pocket, the graphics seem washed out to the point of being unplayable. The team colors are limited and confusing.

**PLAY CONTROL** The basics of b-ball are included along with the traditional Jam turbo control. Response is slow, and the controls are simple. It can be very awkward using the turbo on the Start Button.

**GAME DESIGN** Two-on-two hoops is what NBA Jam is all about. The Game Boy Color title returns to the roots of the game. You choose your two favorite players, then strut your stuff with hot shots, juiced moves and incredible dunks when your player starts burning up the court. There's even a practice mode for learning your moves.

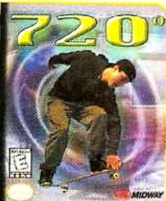
**SATISFACTION** For players looking for an NBA Jam experience, the Game Boy Color version is a taste of the original. If you're planning to play the game on another Game Boy system, think twice.

**SOUND** The music may be the weakest link in the game. It doesn't sound like Jam music.

**COMMENTS** **Scott**–*I like the return to the original Jam concept, but the play control should be better.* **Sonja**–*The AI is terrible.* **Henry**–*Very limited and dated game play, and the graphics are a little lame.*




GRAPHICS=**5.9** PLAY CONTROL=**6.6** GAME DESIGN=**6.3** SATISFACTION=**6.3** SOUND=**6.0**



# 720°

- Midway/8 Megabits
- 1 player







SCORES

A-6.1

J-7.3

L-7.1

SP-4.6

T-6.3

## The original skateboarding game gets the color treatment.

**GRAPHICS** Obstacles on the course are fairly clear, and the color palettes of Game Boy Color make it easier to distinguish stunt ramps from hazards. The figure of the skateboarder is small. One drawback is that it's difficult to see the direction he faces when stopped.

**PLAY CONTROL** The intricate maneuvers of skateboarding aren't easy to duplicate with two buttons and a cross pad. This game cries out for the analog controller of the N64, on Game Boy it can be frustrating. The frustration is even greater with poor hit detection near obstacles, which can cause unwarranted spills.



**GAME DESIGN** The skateboard parks are large and filled with an assortment of places to score points. You'll have to watch out for suddenly appearing, evil boarders who try to thrash you.

**SATISFACTION** Fans of the 1980s' arcade classic may find it refreshing to revisit this game from yesteryear, but most players will find the control unforgiving and the game play repetitious.

**SOUND** The sound track doesn't have the edgy sound that a boarding game should have.

**COMMENTS** **Scott**–*Advanced players will be frustrated with the simple game play. I recommend buying a real skateboard instead.* **Andy**–*An accurate recreation of the arcade classic, but I miss the arcade controls.*



GRAPHICS=**6.0** PLAY CONTROL=**6.0** GAME DESIGN=**6.6** SATISFACTION=**6.2** SOUND=**6.4**

**6.2** OVERALL RATING

# BEHIND THE NUMBERS AND NAMES

## EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- **ANDY(AH)**-Action, Adventures, Puzzles
- **ARMOND**-Fighting, RPGs, Adventures
- **DAN**-Action, Adventures, Sports
- **ED**-Sports, Puzzles, Action
- **HENRY**-Fighting, Action, Sports
- **JASON**-Adventures, Action, Puzzles
- **LEVI**-Action, Adventure, RPG
- **SCOTT(SP)**-Sports, Simulations, Adventures
- **SONJA**-Puzzles, RPGs, Fighting
- **TODD**-Sports, Action, Adventures

## RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

## AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR Games that were released prior to the commencement of the ratings system are designated NR.


All Ages


Early Childhood


Teen (13+)


Mature (17+)


Adult (18+)

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GAME BOY COLOR




Will the earth move?

# PAK WATCH

The inside source for all Nintendo News.

## THIS MONTH

GAUNTLET: LEGENDS



A four-player fantasy.

POKéMON SNAP



An N64 safari with an elusive prize.

SHADOWGATE: TRIALS OF THE FOUR TOWERS



New graphics are on the way.

WORLD DRIVER CHAMPIONSHIP



The first test drive.

## ACTIVISION BUGGED! DISNEY'S FLIK IS COMING TO THE N64

Activision recently unveiled a major project for the N64 that's been in the works for months. In association with Disney Interactive, Activision is bringing last year's animated hit, A Bug's Life, to the N64 with an anticipated release this May. The design team worked closely with Pixar during the development to ensure that the game accurately depicts the characters and feeling of the movie. All but three of the voice-talent actors from the film also participated in the making of the game, lending it further authenticity. At Pak Watch, we had a chance to preview the title in its early stages, about 50% complete, and we found that the game was designed for both younger and older game players using a dual-track stage-completion concept. For younger or inexperienced gamers, the goal in each stage is just to reach the end. They must solve various puzzles and face many enemies, but the game play is linear and a help system gives them advice if they stray from the straight and narrow. For gamers who want more of a challenge, each stage is also loaded with extra items for boosting scores. Collecting items requires acquiring skills, solving puzzles and battling enemies. As Flik, the hero of both the movie and the game, players will set out to gather seeds that grow into helpful plants and 50 pieces of grain per level that count toward the final score. Boss stages derived from events in the movie have been inserted throughout the game's 15 levels. Although many of the textures in the game were still in development during our play test, we found that the characters and their animation did justice to the computer generated counterparts of the film. Activision also revealed that they have signed a deal with Disney to create six N64 games based on Disney properties. For Disney fans and N64 players alike, that amounts to great news.



# QUAKE II ROCKS THE N64

Big guns and slavering monsters are the trademarks of Id Software's Quake series of action shooters, and Quake II for the N64 from Activision lives up to the tradition in grand style. Pak Watch has been following the progress of Q2 since last spring when we saw some early stages at E3. Even then the game was looking like more than a port of the PC game. Now, as Quake II nears completion, it has become apparent that the development team at Raster Productions has raised the bar in the Quake universe.





## I don't recognize anything!

That's because Quake II has completely new maps for the N64 game. Even if you've played the PC game, you won't have any advantage here. You may not recognize the weapons or enemies, either. Even though most of these elements were modeled after guns and enemies in the PC game, the artists at Raster have recreated every model and texture map to take advantage of the N64's power. The result is the best-looking Quake in history with an exceptionally speedy interface. You'll fly down the corridors so fast that you'll think someone shoved a rocket into your backpack.







## On a special mission from earth.

In the original Quake II, the story concerned the alien invasion of a space colony. The player was one of a thousand marines sent in to do the dirty work of cleaning out the aliens. You were just a grunt with one mission–to destroy the enemy. Quake II for the N64 makes things more interesting by changing the premise of the game. Instead of being a marine, you now play the part of a special forces operative on a secret mission to steal alien transporter technology. As a result, each stage requires players to complete more mission objectives than simply surviving, finding keys and blasting everything in sight. With 19 levels in the one-player game, all which can be saved on your Controller Pak, Quake II has far more depth than previous Quake games.

## It's an alien butcher-fest!

With 3-D enemies, real-time light-sourcing and a range of particle effects for blaster shots and explosions, Q2 goes the extra mile to make this futuristic nightmare come to life. One result of that attention to detail is a rating of Mature from the Entertainment Software Ratings Board. But if you like your gore in glorious ExpansionVision, Quake II will support the Expansion Pak to create dynamic lighting and more color depth. We're here to tell you that if you have the Expansion Pak, plug it in, because Q2 looks impressive.

## The more the scarier.

Ah, and we've saved the best for last. Quake II will support multiplayer matches in seven special levels for up to four players. Five different styles of multiplayer matches will be available, including Deathmatch, Flag Wars, Frag Teams, Death Tag, and a four-player cooperative mode with all of the players on the same team. Quake II is set for 96 megabits but may expand up to 128 megabits. Expect it to be released by late April or early May.






**The only good alien is a fragged alien...**

# Pak Play

Hands-on previews of upcoming games.



# DRIVERS WANTED FOR WORLD DRIVER CHAMPIONSHIP

Boss Games and Midway have a sweet surprise in store for driving fans. In our most recent visit to Boss, we finally had a chance to drive this upcoming racer for the N64. The 128-megabit game, due for release early this summer, is already very driveable. The physics of steering and balancing the ultra-hot cars seem very realistic but not unforgiving. When you take into consideration the fact that you're traveling at up to 280 mph in places, handling becomes a very important factor. We test drove World Driver on three of the game's ten tracks, including the challenging Les Gets course in the French Alps. In its highest resolution mode—320 x 480—World Driver challenges the best looking arcade racers for sheer beauty, and it doesn't drop a frame. With its unique, career-oriented game play, solid handling and spectacular graphics, World Driver Championship may leave the rest of the racing world receding in its rearview mirror.









# TENNIS EXPLODES ON THE N64

Ubi Soft's All-Star Tennis '99 will take center court by May, but Pak Watch got a preview of the almost-complete game in early February. The all-stars in All-Star Tennis include Michael Chang, Richard Krajicek, Mark Philippoussis, Randy Powell, Jonas Björkman, Gustavo Kuerten and Leon Rodez on the men's side of the circuit, and Jana Novotna, Conchita Martinez, Amanda Coetzer, Vanessa Child and Zoe Taylor on the women's circuit. In addition to "smash" tennis (the equivalent of an exhibition match) players can go on the world tour, play doubles, hold a multiplayer tournament, or even engage in a little risky Bomb Tennis in which bombs appear on the court wherever the ball hits. Matches take place on courts all over the world.









# MIDWAY THROWS DOWN THE GAUNTLET

Gauntlet: Legends may be a new release in the arcades, but Midway is already hard at work turning the latest member of this classic family into an N64 game. Gauntlet for the N64 will feature two extra worlds and more story involvement in addition to the four worlds of the arcade game. Up to four players will choose from eight heroic characters to take on the quest. In the early version we played at Pak Watch, some of the textures and other features were missing. Even so, the N64 game matched the frantic pace of the arcade version. The development is taking place at Atari Games with a planned release this June. Gauntlet will be compatible with all the Paks: Rumble, Controller and Expansion. If you've never experienced the older versions of Gauntlet, you owe it to yourself to visit your local arcade to get a taste of this fantasy, multiplayer action.















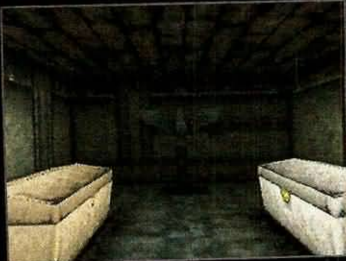
# OUT OF THE SHADOWS

**Shadowgate: Trials of the Four Towers for the N64 has gone through a complete graphics update since we took a look at the early game several months ago. When we played the latest version of the game, we were able to explore dozens of areas in practically final form. Many of the puzzles were working, although the rooms often weren't linked. While Kemco cleans up the final game and prepares it for release this May or June, we thought you'd like to see how it looks in the bright light of day.**











The epic adventure draws nigh...

# Pak Peeks

**What's breaking in the world of games.**

## Smile and say, Pikachu!

In Pokémon Snap for the N64, players become photographers on safari on Pokémon Island, snapping photos of the 150 elusive Pokémon. It seems that Professor Oak needs help in completing his Pokémon Report. Although this game hardly seems like a game at all, it turns out to be


Pokémon Snap

a fun experience. The island Pokémon preserve is a large 3-D world where all Pokémon appear in glorious 3-D. There is no fighting here since this is a peaceful island. The idea is to catch the various Pokémon engaged in their natural pursuits such as sleeping or chasing each other about playfully. Pokémon fans will be happy to hear that this unique game will appear in North America shortly after its release in Japan. We expect the shutters to start snapping in June or July.

## Spies like Kemco

The classic Mad Magazine and cartoon series Spy vs. Spy is now a dedicated Game Boy Color game, which means that it works



Spy vs. Spy

only on Game Boy Color systems. One or two players (using the Game Link cable) can join in the comical covert action. In each stage, the white and black spies are set a task. They must recover four objects, such as information disks or special decoders that are hidden somewhere on the stage. Spies includes 32 stages, with at least nine rooms in every stage. The cold war resumes this April—no fooling.

## Down on the farm

Natsume recently sent us a Japanese version of Harvest Moon 64, which is now being translated for the North American market. Features of the new HM include a larger world, multiple views, tools that power-up with frequent use, part-time jobs, horse and dog racing, new farm animals and vegetables, and over 50 characters. Players will also be able to customize their houses and


Harvest Moon 64

woo more potential mates. If city life is getting too hectic for you, you'll be able to move back to the farm some time this summer.

## Smash Nintendo

A weird hybrid of a game is making news in Japan these days. It's called Smash Bros., and it's from Nintendo. It places many favorite Nintendo characters in a sort of tournament fighting setting on the N64. Link, Mario, Kirby, Samus Aran, Donkey Kong, Pikachu and Yoshi battle each other in multiple stages using familiar moves and weapons. Kirby can huff and puff. Yoshi slurps up his foes. And Mario uses fists and



Smash Bros.

fireballs. What makes Smash Bros. so appealing is that the action is easy—suitable for players of all ages and skill levels, and four players can have at each other at the same time. Between bouts, players guide their characters through platform action bonus stages. The fun should move to North American shores later this year.

## Attitude is everything

Acclaim is climbing back into the ring with WWF Attitude. This exclusive shot shows how the new wrestler models compare to the models in last year's game. The new


1998 1999

WWF title will include 55 wrestlers and new specialty matches such as LumberJack, King of the Ring, and the Survivor Series. The Create-a-Wrestler mode will be expanded with lots of customizable options for strength, endurance, costume, and body type. You can almost hear the rumble of the crowd already.

## News Blitz

Fans of NFL Blitz will be thrilled to hear that Blitz 2000 is in development with an

expected release date of September. That's big news, but even bigger news from Midway is the announcement that Mortal Kombat Special Forces is also on the way for this fall for the N64. This new adventure is a true 3-D, third-person perspective adventure along the lines of Tomb Raider. John Tobias, one of the original developers of MK, is hard at work on this one. The game stars Jax and Sonja as the action heroes.

Next to Pong, no video game has as much history as Asteroids, and Activision is now putting the final touches on Asteroids for Game Boy Color. The latest Asteroids will feature shooting and dodging action in new and classic zones with pre-rendered graphics and a multiplayer, Game-Link mode.

If you drop down from the stars and into the water, you'll find B.A.S.S. 64 from THQ scheduled for release by the end of the year. The game should have a fast-paced, TV bass tournament feel with commentary and other broadcast-style graphics. The lure-cam underwater view will be included in the N64 game, as it was in the Super NES Bass Masters Classic.

Finally, we end with a couple of Pak Peeks at upcoming Game Boy Color games. The dedicated Game Boy Color version of Ken Griffey Jr. may open a lot of eyes—not just because it has terrific color, but because it features faster action, new animation, and a four-player home run derby. The first pitch on Griffey is scheduled for May. The unusual-looking Game Boy Color cartridge shown below is the new Rumble Pak version of Pokemon Pinball. The built-in rumble feature produces a surprisingly strong rumble for the entire Game Boy Color unit. Are you ready to...?




NBA In the Zone '99



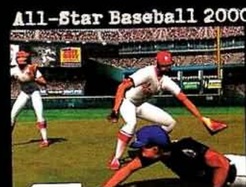
Konami

VRally




Infogrames

All-Star Baseball 2000



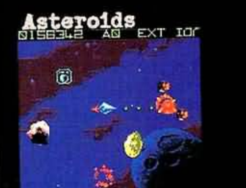
Acclaim

Goemon 2



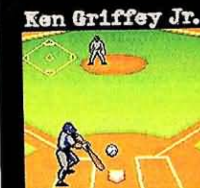
Konami

Asteroids



Activision

Ken Griffey Jr.



Nintendo

# RELEASE FORECAST

## NINTENDO 64

| | |
|---|---|
| A BUG'S LIFE | SUMMER '99 |
| AIR BOARDIN' USA | SPRING '99 |
| ALL-STAR BASEBALL 2000 | SPRING '99 |
| ALL-STAR TENNIS | SPRING '99 |
| B.A.S.S. 64 | FALL '99 |
| BEETLE ADVENTURE RACING | FUTURE |
| BLITZ 2000 | FALL '99 |
| CARMAGEDDON II | FUTURE |
| CHAMELEON TWIST 2 | FUTURE |
| COMMAND & CONQUER 3-D | SUMMER |
| EARTHWORM JIM 3D | FUTURE |
| GAUNTLET: LEGENDS | SUMMER '99 |
| GOEMON 2 | SPRING '99 |
| HARRIER 2000 | FUTURE |
| HARVEST MOON 64 | SPRING '99 |
| HYBRID HEAVEN | FUTURE |
| HYDROTHUNDER | FALL '99 |
| JET FORCE GEMINI | SUMMER '99 |
| JUNGLEBOTS | FUTURE |
| KEN GRIFFEY JR. BASEBALL | SUMMER '99 |
| LEGO RACERS | FUTURE |
| LODE RUNNER 64 | SPRING '99 |
| MARIO GOLF | SUMMER '99 |
| MICRO MACHINES V3 | SPRING '99 |
| MK SPECIAL FORCES | FALL '99 |
| MONSTER TRUCK RALLY | FUTURE |
| O.D.T. | SUMMER '99 |
| OGRE BATTLE 3 | FALL '99 |
| PERFECT DARK | FUTURE |
| POKÉMON SNAP | SUMMER '99 |
| QUAKE II | SPRING '99 |
| RAYMAN 2 | SUMMER '99 |
| ROADSTERS '98 | FALL '99 |
| RUGRATS | SUMMER '99 |
| SHADOWGATE: TRIAL OF THE FOUR TOWERS | SUMMER '99 |
| SHADOW MAN | SUMMER '99 |
| SMASH BROS. | SUMMER '99 |
| STARCRAFT | SUMMER '99 |
| STARSHOT | SPRING '99 |
| SUPERMAN | SUMMER '99 |
| TONIC TROUBLE | SPRING '99 |
| TRIPLE PLAY 2000 | SPRING '99 |
| TWELVE TALES: CONKER 64 | FUTURE |
| VRALLY | SPRING '99 |
| WILD METAL COUNTRY | FUTURE |
| WINBACK | SUMMER '99 |
| WORLD DRIVER CHAMPIONSHIP | SUMMER '99 |
| WWF: ATTITUDE | SPRING '99 |

## GAME BOY COLOR

| | |
|---|---|
| ARCADE HITS: 720 DEGREES | WINTER '99 |
| ARCADE HITS: DEFENDER/JOUST | WINTER '99 |
| ARCADE HITS: SPY HUNTER/MOON PATROL | WINTER '99 |
| ASTEROIDS | SPRING '99 |
| CAESARS PALACE II | WINTER '99 |
| CENTIPEDE | WINTER '99 |
| CONKER'S POCKET TALES | WINTER '99 |
| KEN GRIFFEY JR. BASEBALL† | SUMMER '99 |
| LEGEND OF THE RIVER KING | WINTER '99 |
| POKÉMON PINBALL | SUMMER '99 |
| POKÉMON YELLOW | FUTURE |
| PRINCE OF PERSIA | SPRING '99 |
| ROADSTERS' 99 | WINTER '99 |
| RUGRATS MOVIE | SPRING '99 |
| SILICON VALLEY | FUTURE |
| SOUTH PARK | FUTURE |
| SPAWN | FUTURE |
| SPY VS. SPY | SPRING '99 |
| SUPER MARIO BROS. | SPRING '99 |
| WICKED SURFING | WINTER '99 |
| YODA STORIES | SPRING '98 |

* GAME BOY (B&W)
† GAME BOY COLOR ONLY

# NP BACK ISSUES

***These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:***

**Volume 117 (Feb. '99):** Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

**Volume 116 (Jan. '99):** Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

**Volume 115 (Dec. '98):** Star Wars: Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review–Part 2, Body Harvest–Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

**Volume 114 (Nov. '98):** The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, Star Wars Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

**Volume 113 (Oct. '98):** Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

**Volume 112 (Sept. '98):** F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

**Volume 111 (Aug. '98):** Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

**Volume 110 (July '98):** WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

**Volume 109 (June '98):** Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

**Volume 108 (May '98):** Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

**Volume 107 (April '98):** Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

**Volume 106 (March '98):** 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

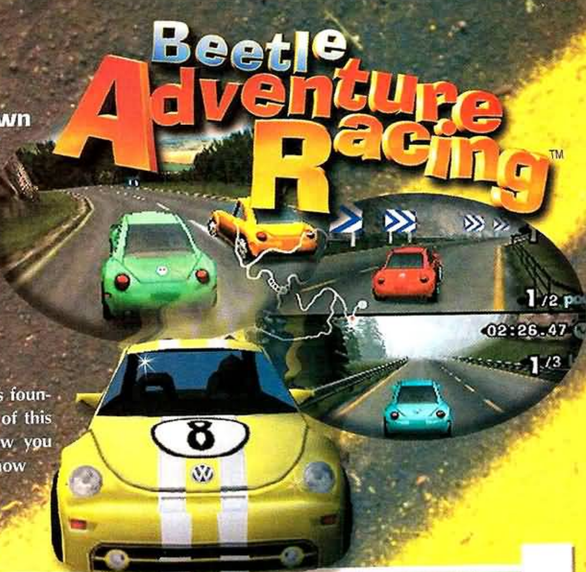
**Volume 105 (Feb. '98):** WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

*Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.*

# Coming Next Issue...

Volume 119, April 1999

**The little car that could is starring in its own game: Beetle Adventure Racing! We've taken this racing fantasy for a test drive and are ready to deliver our torqued-up review and sassy screenshots in next issue's thrilling travelogue.**




## Quake II



Quake II rocks the N64 to its foundation! Our in-depth review of this first-person shooter will show you everything you need to know about busting aliens, except how to scrape them off your boot.

## TRIPLE PLAY 2000



Step up to the plate and get your red hot scoop on Triple Play 2000! Nintendo Power goes the extra inning to bring you all the tips you'll need to take the diamond by storm and win the World Series.

## MLBPA Bottom of the Ninth




Instead of stealing third, we stole a peek at the N64's other baseball extravaganza. Our grand-slam strategies will help you hit it over the wall every time. Bring it on home with next issue's coverage!

**1998 Releases**

1. A Bug's Life (Game Boy)
2. Aerogauge (N64)
3. All-Star Baseball (Game Boy)
4. All-Star Baseball '99 (N64)
5. ASCII Wheel 64
6. Banjo-Kazooie (N64)
7. Bio Freaks (N64)
8. Body Harvest (N64)
9. Bomberman GB (Game Boy)
10. Bomberman Hero (N64)
11. Brain Drain (Game Boy)
12. Buck Bumble (N64)
13. Bugsy 2 (Game Boy)
14. Bust-a-Move II (Game Boy)
15. Bust-a-Move 2 (N64)
16. Castlevania Legends (Game Boy)
17. Chopper Attack (N64)
18. Cruis'n World (N64)
19. Deadly Arts (N64)
20. Dual Heroes (N64)
21. Extreme-G II (N64)
22. F-1 World Grand Prix (N64)
23. F-Zero X (N64)
24. FIFA Soccer '99 (N64)
25. Fighter's Destiny (N64)
26. Flying Dragon (N64)
27. Forsaken 64 (N64)
28. Fox Sports College Hoops '99 (N64)
29. Frogger (Super NES)
30. Game & Watch Gallery 2 (Game Boy)
31. Game Boy Camera
32. Game Boy Color
33. Game Boy Printer
34. Gex: Enter the Gecko (Game Boy)
35. Gex 64: Enter the Gecko (N64)
36. Glover (N64)
37. Golden Nugget 64 (N64)
38. GT 64: Championship Edition (N64)
39. Harvest Moon GB (Game Boy)
40. Iggy's Reckin' Balls (N64)
41. International Superstar Soccer (Game Boy)
42. International Superstar Soccer '98 (N64)
43. James Bond 007 (Game Boy)
44. Jeopardy! (N64)
45. Jimmy Connors Tennis (Game Boy)
46. Knife Edge (N64)
47. Kobe Bryant in NBA Courtside (N64)
48. Las Vegas Cool Hand (Game Boy)
49. Legend of the River King (Game Boy)
50. The Legend of Zelda: Link's Awakening DX (Game Boy)
51. The Legend of Zelda: Ocarina of Time (N64)
52. Madden NFL '99 (N64)
53. Major League Baseball featuring Ken Griffey Jr (N64)
54. Maui Mallard in Cold Shadow (Game Boy)
55. Men in Black (Game Boy)
56. Mickey Mouse Magic Wands (Game Boy)
57. Mike Piazza's Strike Zone (N64)
58. Milo's Astro Lanes (N64)
59. Mission: Impossible (N64)
60. Montezuma's Return (Game Boy)
61. Mortal Kombat 4 (Game Boy)
62. Mortal Kombat 4 (N64)
63. Mulan (Game Boy)
64. Mystical Ninja starring Goemon (Game Boy)
65. Mystical Ninja starring Goemon (N64)
66. N64 Expansion Pak
67. Nagano Winter Olympics '98 (N64)
68. NASCAR '99 (N64)
69. NBA in the Zone '98 (N64)
70. NBA Jam '99 (N64)
71. NBA Live '98 (Super NES)
72. NBA Live '99 (N64)
73. NFL Blitz (Game Boy)
74. NFL Blitz (N64)
75. NFL Quarterback Club '99 (N64)
76. NHL Breakaway '98 (N64)
77. NHL Breakaway '99 (N64)
78. NHL '99 (N64)
79. Nightmare Creatures (N64)
80. Oddworld: Abe's Adventure (Game Boy)
81. Offroad Challenge (N64)
82. Olympic Hockey '98 (N64)
83. Pitfall: Beyond the Jungle (Game Boy)
84. Pocket Bomberman (Game Boy)
85. Pokémon (Game Boy)
86. Pokémon Pikachu
87. Power Quest (Game Boy)
88. Quake 64 (N64)
89. Quest for Camelot (Game Boy)
90. Quest 64 (N64)
91. Rampage World Tour (Game Boy)
92. Rampage World Tour (N64)
93. Rats! (Game Boy)
94. Ring Rage (Game Boy)
95. Robotron 64 (N64)
96. Rugrats (Game Boy)
97. Rush 2 (N64)
98. S.C.A.R.S. (N64)
99. Shanghai Pocket (Game Boy)
100. Small Soldiers (Game Boy)
101. Smurfs (Game Boy)
102. Snowboard Kids (N64)
103. South Park (N64)
104. Space Station Silicon Valley (N64)
105. Star Soldier (N64)
106. Star Wars: Rogue Squadron (N64)
107. Super Black Bass (Game Boy)
108. Super Breakout (Game Boy)
109. 1080° Snowboarding (N64)
110. Tetris DX (Game Boy)
111. Top Gear Overdrive (N64)
112. Turok 2 (Game Boy)
113. Turok 2: Seeds of Evil (N64)
114. Twisted Edge Snowboarding (N64)
115. Twouble (Game Boy)
116. Virtual Chess 64 (N64)
117. Virtual Pool 64 (N64)
118. Waialae Country Club: True Golf Classics (N64)
119. WCW/nWo Revenge (N64)
120. Wetrix (N64)
121. Wipeout 64 (N64)
122. World Cup 98 (Game Boy)
123. World Cup 98 (N64)
124. WWF War Zone (Game Boy)
125. WWF War Zone (N64)
126. Yoshi's Story (N64)

**N64**

127. AeroFighters Assault
128. Automobili Lamborghini
129. Battle Tanx
130. Blast Corps
131. Bomberman 64
132. California Speed
133. Castlevania
134. Chameleon Twist
135. Chameleon Twist 2
136. Charlie Blast's Territory
137. Clay Fighter 63 ⅓
138. Cruis'n USA
139. Dark Rift
140. Diddy Kong Racing
141. Doom 64
142. Duke Nukem 64
143. Duke Nukem: Zero Hour
144. Extreme-G
145. F-1 World Grand Prix
146. FIFA Road to World Cup '98
147. FIFA Soccer 64
148. Fighting Force 64
149. GoldenEye 007
150. Hexen
151. International Superstar Soccer 64
152. Killer Instinct Gold
153. Mace: the Dark Age
154. Madden 64
155. Magical Tetris Challenge featuring Mickey
156. Mario Kart 64
157. Mario Party
158. Mischief Makers
159. Mortal Kombat Mythologies: Sub-Zero
160. Mortal Kombat Trilogy
161. Multi Racing Championship
162. NBA Hangtime
163. NFL Quarterback Club '98
164. NHL Blades of Steel
165. NHL Breakaway '98
166. NHLPA and NHL Present Gretzky's 3-D Hockey '98
167. Penny Racers
168. PilotWings 64
169. Rampage 2: Universal Tour
170. San Francisco Rush: Extreme Racing
171. Snowboard Kids 2
172. Star Fox 64
173. Star Wars: Shadows of the Empire
174. Super Mario 64
175. Tetrisphere
176. Tonic Trouble
177. Top Gear Rally
178. Turok: Dinosaur Hunter
179. Vigilante 8
180. War Gods
181. Wave Race 64
182. Wayne Gretzky's 3-D Hockey
183. WCW Nitro
184. WCW Vs. nWo: World Tour
185. Wheel of Fortune

**Game Boy**

186. Black Bass Lure Fishing
187. The Bugs Bunny Crazy Castle 3
188. Carrot Crazy
189. Castlevania Adventure
190. Contra: The Alien Wars
191. Donkey Kong Land
192. Donkey Kong Land 2: Diddy's Kong Quest
193. Donkey Kong Land 3
194. Donkey Kong '94
195. Dr. Mario
196. FIFA Road to World Cup '98
197. Final Fantasy Adventure
198. Final Fantasy Legend
199. Final Fantasy Legend II
200. Final Fantasy Legend III
201. Frogger
202. Game & Watch Gallery
203. Hexcite
204. Ken Griffey Jr. Presents: MLB
205. Killer Instinct
206. Kirby's Block Ball
207. Kirby's Dream Land
208. Kirby's Dream Land 2
209. Kirby's Pinball Land
210. Legend of the Sea King
211. Logical
212. The Lost World: Jurassic Park
213. Mega Man
214. Mega Man V
215. Metroid II: Return of Samus
216. Mortal Kombat/Mortal Kombat II
217. Ms. Pac-Man
218. NBA in the Zone
219. NBA Jam
220. NBA Jam '99
221. Pac-Man
222. San Francisco Rush
223. Shadowgate Classic
224. Super Breakout
225. Super Mario Land
226. Super Mario Land 2: 6 Golden Coins
227. Super Return of the Jedi
228. Superman
229. Tamagotchi
230. Tetris
231. Tetris Attack
232. Tetris Plus
233. Turok: Battle of the Bionosaurs
234. Wario Land: Super Mario Land 3
235. Wario Land II
236. WWF Raw

**Upcoming Releases & Other Picks**

237. A Bug's Life (N64)
238. Airboardin' USA (N64)
239. Andretti Racing (N64)
240. Arcade Hits: Defender/Joust (Game Boy)
241. Arcade Hits: 720 Degrees (Game Boy)
242. Arcade Hits: Spy Hunter/Moon Patrol (Game Boy)
243. Bass Masters Classic (N64)
244. Battlezone (N64)
245. Beetle Adventure Racing (N64)
246. Bomberman 3 (N64)
247. Caesars Palace (N64)
248. Caesars Palace II (Game Boy)
249. Carmageddon II: Carpocalypse Now (N64)
250. Centipede (Game Boy)
251. Command & Conquer (N64)
252. Conker's Pocket Tales (Game Boy)
253. Déjà Vu 2 (Game Boy)
254. Donkey Kong 64 (N64)
255. Dragon Storm (N64)
256. Duck Dodgers in the 23½ Century (N64)
257. EarthBound 64 (N64)
258. Earthworm Jim 3-D (N64)
259. Elmo's ABCs (Game Boy)
260. Gauntlet Legends (N64)
261. Goemon's Great Adventure (N64)
262. GT World Tour (N64)
263. Harrier 2000 (N64)
264. Harvest Moon (N64)
265. Hercules (N64)
266. Hybrid Heaven (N64)
267. Hype: The Time Quest (N64)
268. Jet Force Gemini (N64)
269. Jungle Bots (N64)
270. Ken Griffey Jr. Baseball 2 (N64)
271. Ken Griffey Jr. Game Boy Color (Game Boy)
272. LastLegion UX (N64)
273. Legend of the River King 64 (N64)
274. Lego Racers (N64)
275. Lode Runner 64 (N64)
276. Looney Tunes Racing (N64)
277. Looney Tunes Space Race (N64)
278. Mario Golf (N64)
279. Mario Paint 64 (N64)
280. Micro Machines V3 (N64)
281. MK: Special Forces (N64)
282. MLBPA Bottom of the 9th (N64)
283. Monaco Grand Prix Racing Simulation 2 (N64)
284. NBA FastBreak (N64)
285. NBA in the Zone '99 (N64)
286. Need for Speed (N64)
287. NHL Blades of Steel (Game Boy)
288. Nuclear Strike (N64)
289. O.D.T. (N64)
290. Ogre Battle 3 (N64)
291. Pac-Man/Pac Attack (Game Boy)
292. Perfect Dark (N64)
293. Pokémon Pinball (Game Boy)
294. Pokémon Stadium (N64)
295. Pokémon Yellow (Game Boy)
296. Quake II (N64)
297. R-Type Plus (Game Boy)
298. Rat Attack (N64)
299. Rats (Game Boy)
300. Rayman 2: The Great Escape (N64)
301. Re-Volt (N64)
302. Rev Limit (N64)
303. Road Rash (N64)
304. Robotech: Crystal Dreams (N64)
305. Rugrats (N64)
306. Shadow Man (N64)
307. Shadowgate (N64)
308. Shadowgate Rising (N64)
309. SimCity (N64)
310. SimCopter (N64)
311. Smurfs (N64)
312. Snow Speeder (N64)
313. Space Station Silicon Valley (Game Boy)
314. Spawn (Game Boy)
315. Starcraft (N64)
316. Starshot (N64)
317. Super Mario Bros. (Game Boy)
318. Super Mario RPG 2 (N64)
319. Super Mario 64 2 (N64)
320. Superman (N64)
321. Tamagotchi (N64)
322. Taz Express (N64)
323. Titus Jr. (Game Boy)
324. Top Gear Pocket (Game Boy)
325. Triple Play 2000 (N64)
326. Twelve Tales: Conker 64 (N64)
327. Ultra Descent (N64)
328. Ultra Soccer (N64)
329. Unreal (N64)
330. VRally (Game Boy)
331. Wicked Surfing (Game Boy)
332. Wild Metal Country (N64)
333. WinBack (N64)
334. WWF (Game Boy)
335. WWF Attitude (N64)
336. Xena (N64)
337. Yoda's Story (Game Boy)

# POKéMON TRADING CARD GAME™

- Collect 'em
- Trade 'em
- Fight 'em
- Train 'em

## TRAINING THE TRAINERS

What happens if you run out of batteries while playing Pokémon on your Game Boy? You could try your hand at the Pokémon Trading Card Game from Wizards of the Coast. This collectible trading card game got its start in Japan, like all things Pokémon. The game involves many concepts from the video game, including the Pokémon themselves and their ability to evolve. Once Wizards released the game, we grabbed some starter decks to check out the action. Here's what we learned.

## THE PLAY'S THE THING

Pokémon TCG shares many elements with games such as Magic, and even though it is much easier to learn than Magic, you'll find that strategy is still very important. If you begin with a 2-player Starter Set, you'll have all the cards necessary to play a game, but you won't have a lot of variety. One of the strategies that players should explore is creating of special decks. By purchasing booster packs and theme decks, players can put together custom decks of 60 cards. Even with a basic starter deck, though, you and a friend can have some heated battles.

Players begin by drawing seven cards for their starting hand. As they play cards, they will draw one card per turn, adding more cards to their hand. Just one Pokémon fights at a time, but before it can attack it must have an Energy cards to power it up. If you defeat one of your opponent's Pokémon, you get to claim one of your prize cards. Whoever collects all their prize cards first wins. You can also win if your opponent runs out of bench Pokémon cards. Those are the basics. But Pokémon TCG can get quite involved when your Pokémon start to evolve. By playing an evolved Pokémon card on the less evolved form of the Pokémon you can suddenly increase the power of your attacks and turn the tables on your opponent. Trainer cards also have the potential for changing the situation dramatically. The Pokémon Trading Card Game turns out to have as many twists and turns as the Game Boy version. Maybe that's why it has become the second most popular collectible card game in Japan after Magic.



**Pokémon**
Every Pokémon card has a picture, description, HP value, special attack, weakness, and retreat cost. Damage is marked by counters supplied in starter decks.



**Energy**
Energy cards must correspond to the type of energy listed for the Pokémon's attack or weakness type. For instance, Charmeleon uses Fire Energy.



**Trainer**
Trainer Cards are played during one turn then placed in the discard pile. They give you extra abilities, or the chance to do something otherwise forbidden by the rules.

## CARD LAYOUTS

The proper layout of cards includes the active Pokémon in the middle with a "bench" of Pokémon, a set of prize cards, and draw and discard piles. The layout shown here is recommended by the experts at Wizards of the Coast.







